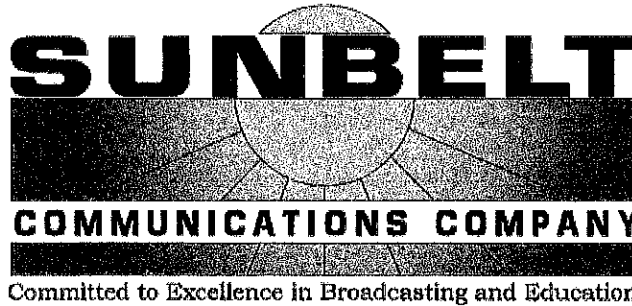


KVBC - Las Vegas  
KRNH - Reno  
KENV - Elko  
KBJN - Ely  
KYMA - Yuma  
KPVI - Pocatello  
KFXP - Pocatello



KJWY - Jackson  
KTVH - Helena  
KBBJ - Havre  
KBAO - Lewistown  
KXTF - Twin Falls  
KCWY - Casper  
KCHY - Cheyenne  
KWNV - Winnemucca

### MANAGER'S CERTIFICATION

I, Lisa Howfield, certify that I have reviewed the contents of the Children's Programming Report for station KVBC for the quarter ending December 31, 2007. I certify that all information contained in this report is accurate to the best of my knowledge and a copy of the report is simultaneously being placed in the station's Children's Public File. Furthermore, I certify that a copy of the Children's report along with this certification has been filed for recordkeeping purposes.

Signed:

Lisa Howfield

Date:

1-10-08



## Children's Television Online Filing System

[FCC](#) > [Media Bureau](#) > [KidVid](#) > Confirmation

[site map](#)

### Submission Confirmation

Confirmation Number 83208

Call Sign KVBC

Filing Quarter Date 12/31/2007

Filing Date 01/08/2008

Please send comments via standard mail to the Federal Communications Commission, Consumer and Governmental Affairs Bureau, 445 12th Street, S.W., Washington, D.C., 20554. Questions can also be answered by calling the FCC's National Call Center, toll free, at 1-888-Call FCC (1-888-225-5322).

Federal Communications Commission  
445 12th Street SW  
Washington, DC 20554  
[More FCC Contact Information...](#)

Phone: 1-888-CALL-FCC (1-888-225-5322)  
TTY: 1-888-TELL-FCC (1-888-835-5322)  
Fax: 1-866-418-0232  
E-mail: [fccinfo@fcc.gov](mailto:fccinfo@fcc.gov)

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Federal Communications Commission  
Washington, DC 20554Approved by OMB  
3060-0754

## FCC 398

### Children's Television Programming Report

Report reflects information for the filing period ending: 12/31/2007

Call Sign	Channel Numbers	City	State	County	ZIP Code
KVBC	3 (analog) 3 (digital)	Las Vegas	NV	Clark	89101

Licensee Name

Valley Broadcasting Company

Network Affiliation

Nickelodeon

Licensee World Wide Web Home Page Address (if applicable)

Network  
NBC

Las Vegas

www.kvbc.com

Facility ID

Previous Call Sign (if applicable)

License Renewal Expiration Date

69677

10/01/2006

### Analog Core Programming

State the average number of hours of Core Programming per week broadcast by the station. See 47 C.F.R. §73.671(c).

3.31 hours

3. (a) Does the licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.677? Y

- (b) Identify publishers who were sent information in 3(a)

Tribune Media Services, Glen Falls, NY \* TV Guide, Radnor, PA \* TitanTV (on-line listing) \* FYI Television, Grand Prairie, TX \* Video Viewing Inc. (VVI), Little Rock, AR \* TV Media Inc., Ottawa, Ontario

4. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Analog Core Program #1	Origination	
3-2-1 Penguins!	NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays at 9:30AM	13	0
Length of Program	Age of Target Audience	E/I Symbol Used As Required
30 minutes	From 4 years To 8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

Title of Analog Core Program #2

Origination

Veggie Tales

NETWORK

Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 10:00AM	13	0	
Length of Program	Age of Target Audience		E-I Symbol Used As Required
30 minutes	From	To	
	4 years	8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

VEGGIETALES and LARRYBOY STORIES are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children. VEGGIETALES, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story.

Title of Analog Core Program #3	Origination		
Jane and the Dragon	NETWORK		
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 10:30AM	11	2	
Length of Program	Age of Target Audience		E-I Symbol Used As Required
30 minutes	From	To	
	4 years	8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

JANE AND THE DRAGON is a coming-of-age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

Total Times Aired	Number of Pre-emptions for other than Breaking News	Number of Pre-emptions Rescheduled
13	2	2
Pre-emption #1		
Date Preempted Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
10/13/07	10/14/07 at 3:00PM	Y
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Pre-emption	SPORTS	
Pre-emption #2		
Date Preempted Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
11/24/07	11/25/07 at 10:30AM	Y
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Pre-emption	SPORTS	

Title of Analog Core Program #4	Origination
Postman Pat	NETWORK

Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
------------------	-----------------------------------------------	------------------------

Saturdays at 3:00PM

2

2

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From

To

4 years

8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

POSTMAN PAT takes place in an English village and mines the social interdependencies of rural life to teach children about problem-solving and getting along with others. Postman Pat, our lead character, has a mail route that takes him and his cat, Jesse, throughout the countryside delivering mail and advice to his constellation of neighbors. While Pat may encounter a problem of his own, he also frequently comes to the aid of his friends and family who run into seemingly unfixable dilemmas drawn from everyday life. Within each episode, the characters learn, for example, how to get things done on time, fulfill their commitments, work cooperatively as a team, have confidence in their abilities, and be inclusive of others in order to get along. Children will see adults and children living and interacting with others respectfully and thoughtfully in very trusting and kindhearted relationships.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

4

2

2

Preemption #1

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

10/13/07

10/14/07 at 10:30AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Preemption #2

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

10/20/07

10/21/07 at 10:30AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Title of Anchor Core Program #3

Origination

Jacob Two-Two

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Preemptions

Saturdays at 3:00PM

6

3

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From

To

4 years

8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

6

3

0

Preemption #1

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

11/3/07

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Reason for Preemption

SPORTS

Preemption #2

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

11/10/07

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Reason for Preemption

SPORTS

Preemption #3

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

11/17/07

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Reason for Preemption

SPORTS

Title of Anakar Core Program #6

Origination

Dragon

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 3:30PM

10

3

Length of Program

Age of Target Audience

ET Symbol Used As  
Required

30 minutes

From

To

4 years

8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

Total Times Aired

Number of Pre-emptions for other than Breaking News

Number of Pre-emptions  
Rescheduled

12

3

2

Preemption #4

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

11/3/07

Regularly scheduled program joined in progress due to sports overrun. Aired for 11 minutes.

N

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

N

Reason for Preemption

SPORTS

Preemption #2

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

10/13/07

10/14/07 at 11:00AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Preemption #3

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

10/20/07

10/21/07 at 11:00AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption: SPORTS

Title of Analog Core Program -7		Origination	
My Friend Rabbit		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 4:00PM	12	1	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
30 minutes	From	To	
	4 years	8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

Total Times Aired	Number of Pre-emptions for other than Breaking News	Number of Pre-emptions Rescheduled
12	1	0

Preemption #1

Date Preempted Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
--------------------------	------------------------------------------	------------------------------------------

10/13/07

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Reason for Preemption: SPORTS

Title of Analog Core Program -8		Origination	
Jack Hanna's Animal Adventures		SYNDICATED	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 4:30PM	13	0	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
30 minutes	From	To	
	13 years	16 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

### Non-Core Educational and Informational Programming

5. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and informational program.

Title of Analog Non-Core Program -1		Origination	
Animal Rescue		S	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	

Saturdays at 4:30AM	13	0
Length of Program	Age of Target Audience	
	From	To
30 minutes	13 years	16 years

Does the program have educating and informing children ages 16 and under as a significant purpose?

Y

If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?

Y

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673?

Y

## Description of Program

"Animal Rescue" serves the educational and informational needs of children 13 to 16 years of age with its program content, including safety tips and information about various animals and their habitats. The programs also show real life in-the-field experiences of professional and ordinary people taking care of, treating and helping various animals, as well as exhibiting good social responsibility and promoting strong personal and community values.

Date and Time Aired (if preempted and rescheduled)

## File of Analog Non-Core Program #2

## Origination

Jack Hanna's Animal Adventures (2nd run)

S

## Regular Schedule

## Total Times Aired at Regularly Scheduled Time

## Number of Pre-emptions

Saturdays and Sundays, times vary

19

0

## Length of Program

## Age of Target Audience

30 minutes

From

To

13 years

16 years

Does the program have educating and informing children ages 16 and under as a significant purpose?

Y

If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?

Y

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673?

Y

## Description of Program

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

Date and Time Aired (if preempted and rescheduled)

Aired at 3:30AM on 10/13, 10/20, 11/3, 12/1, 12/8, 12/15, 12/22, 12/29.

Aired at 4:00AM on 10/6, 10/20, 10/27, 11/3, 11/10, 11/17, 11/24, 12/8.

Aired at 3:00PM on 12/9, 12/23, 12/30.

## Sponsored Core Programming

6. List Core Programs, if any, aired by other analog stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

[There are no analog sponsored core program broadcast reports.]

[There are no analog sponsored core program detail reports.]

## Digital Core Programming



7. (a) State the average number of hours of Core Programming per week broadcast by the station on its main program stream. 3.31 hours
- (b) Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel? Y
- (c) If Yes to 7(b), the Licensee certifies that the representations and children's program information provided with respect to its analog channel apply equally with respect to its main digital program stream. Y
- If No to 7(c), submit an E-Statement of Explanation.

8. (a) State the average number of hours per week of live or on-the-air digital video programming broadcast by the station on other than its main program stream. 168 hours
- (b) State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. §73.671. 3 hours

9. (a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.671? Y

- (b) Identify publishers who were sent information in 9(a)

Tribune Media Services, Glen Falls, NY \* TV Guide, Radnor, PA \* TitanTV (on-line listing) \* FYI Television, Grand Prairie, TX \* Video Viewing Inc. (VVI), Little Rock, AR \* TV Media Inc., Ottawa, Ontario

10. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Digital Core Program #1		Origination	
Weather Plus University		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 10:00AM	13		
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	13 years	16 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program #2		Origination	
Weather Plus University		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 12:00PM	13		
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	13 years	16 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program #3		Origination	
Weather Plus University		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	

Saturdays at 2:00PM

13

Length of Program

Age of Target Audience

E-I Symbol Used As  
Required

30 minutes

From

To

13 years

16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program #1

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Sundays at 10:00AM

13

Length of Program

Age of Target Audience

E-I Symbol Used As  
Required

30 minutes

From

To

13 years

16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program #5

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Sundays at 12:00PM

13

Length of Program

Age of Target Audience

E-I Symbol Used As  
Required

30 minutes

From

To

13 years

16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program #6

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Sundays at 2:00PM

13

Length of Program

Age of Target Audience

E-I Symbol Used As  
Required

From

To

30 minutes

13 years

16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

11. Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?

Y

If "No," submit as an Exhibit a Statement of Explanation setting forth the number of repeats in excess of the repeat limit and the times and dates the episodes involved were aired.

## Non-Core Educational and Informational Programming

12. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and information program.

*[There are no digital non-core program reports.]*

## Sponsored Core Programming

13. List Core Programs, if any, aired by other stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

*[There are no digital sponsored core program broadcast reports.]*

*[There are no digital sponsored core program detail reports.]*

## Other Matters

14. Complete the following for each analog and digital program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program, identifying whether it is to be broadcast on the station's analog or digital channel or both channels.

Title of Planned Core Program #1

Origination

3-2-1 Penguins

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 9:30AM

13

Length of Program

Age of Target Audience

30 minutes

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #2

Origination

Veggie Tales

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 10:00AM

13

Length of Program

Age of Target Audience

From

To

30 minutes

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

VEGGIETALES and LARRYBOY STORIES are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children. VEGGIETALES, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #3

Origination

Jane and the Dragon

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 10:30AM

13

Length of Program

Age of Target Audience

From

To

30 minutes

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

JANE AND THE DRAGON is a coming-of-age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #4

Origination

Jacob Two-Two

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 3:00PM

13

Length of Program

Age of Target Audience

From

To

30 minutes

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #5

Origination

Dragon

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 3:30PM

13

Length of Program

Age of Target Audience

30 minutes

From	To
4 years	8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #6

Origination

My Friend Rabbit

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 4:00PM

13

Length of Program

Age of Target Audience

30 minutes

From	To
4 years	8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #7

Origination

Jack Hanna's Animal Adventures

SYNDICATED

Regular Schedule

Total Times to be Aired

Saturdays at 4:30PM

13

Length of Program

Age of Target Audience

30 minutes

From	To
13 years	16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #8

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 10:00AM

13

Length of Program

Age of Target Audience

30 minutes

From	To
------	----

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #9

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 12:00PM

13

Length of Program

Age of Target Audience

From

To

30 minutes

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #10

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 2:00PM

13

Length of Program

Age of Target Audience

From

To

30 minutes

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #11

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Sundays at 10:00AM

13

Length of Program

Age of Target Audience

From

To

30 minutes

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features

like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #12

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Sundays at 12:00PM

13

Length of Program

Age of Target Audience

30 minutes

From	To
13 years	16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #13

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Sundays at 2:00PM

13

Length of Program

Age of Target Audience

30 minutes

From	To
13 years	16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

15. Does the licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC Form 398) as required by 47 C.F.R. §73.3526(c)(1)(iii)?

Y

16. Identify the licensee's children's programming liaison.

Name

Telephone Number

Sue Ellen Martinez

702-657-3251

Address

E-mail Address

1500 Foremaster Lane

smartinez@kvbc.com

City

State

ZIP Code

Las Vegas

NV

89101

Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other non-core educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. §73.641, NOTES 2 and 3.

KVBC's public file lists public service announcements designed specifically for children. \*\*\* KVBC also posts the Children's programming information on its website at [www.kvbc.com](http://www.kvbc.com) as well as provides a link to NBC's,

The More You Know Website. \*\*\* "The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed. \*\*\* KVBC as part of their community outreach also provides station studio tours to local youth groups. \*\*\* KVBC attempts to schedule additional episodes of Jack Hanna's Animal Adventures and Animal Rescue during core and non-core hours when time is available. These programs target children ages 13 to 16. \*\*\*

WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PENALIZABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 312(a)(1)), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

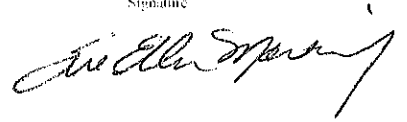
Name of Licensee

Valley Broadcasting Company

Date

1/08/2008

Signature







## Children's Television Online Filing System

[FCC](#) > [Media Bureau](#) > [KidVid](#) > Confirmation

[site map](#)

### Submission Confirmation

Confirmation Number 83209  
Call Sign KVVV  
Filing Quarter Date 12/31/2007  
Filing Date 01/08/2008

Please send comments via standard mail to the Federal Communications Commission, Consumer and Governmental Affairs Bureau, 445 12th Street, S.W., Washington, D.C., 20554. Questions can also be answered by calling the FCC's National Call Center, toll free, at 1-888-Call FCC (1-888-225-5322).

Federal Communications Commission  
445 12th Street SW  
Washington, DC 20554  
[More FCC Contact Information...](#)

Phone: 1-888-CALL-FCC (1-888-225-5322)  
TTY: 1-888-TELL-FCC (1-888-835-5322)  
Fax: 1-866-418-0232  
E-mail: [fccinfo@fcc.gov](mailto:fccinfo@fcc.gov)

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Federal Communications Commission  
Washington, DC 20554Approved by OMB  
3060-0754

## FCC 398

### Children's Television Programming Report

Report reflects information for the filing period ending: 12/31/2007

Call Sign	Channel Numbers	City	State	Community of License	ZIP Code
KVVV	3 (analog) (digital)	Ely	NV	Whitepine	89315

Licensee Name

Valley Broadcasting Company

Network Affiliation

NAB/DMA

Licensee World Wide Web Home Page Address (if applicable)

Network  
NBC

Salt Lake City

www.kvbc.com

Facility ID

Previous Call Sign (if applicable)

License Renewal Expiration Date

86537

KBJN

10/01/2006

### Analog Core Programming

State the average number of hours of Core Programming per week broadcast by the station. See 47 C.F.R. §73.671(c).

3.31 hours

3. (a) Does the licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.673?

Y

- (b) Identify publishers who were sent information in 3(a).

Tribune Media Services, Glen Falls, NY \* TV Guide, Radnor, PA \* TitanTV (on-line listing) \* FYI Television, Grand Prairie, TX \* Video Viewing Inc.(VVI), Little Rock, AR \* TV Media Inc., Ottawa, Ontario

4. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete each below for each Core Program.

Title of Analog Core Program #1	Origination	
3-2-1 Penguins!	NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays at 9:30AM	13	0
Length of Program	Age of Target Audience	Ed Symbol Used As Required
30 minutes	From 4 years To 8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

Title of Analog Core Program #2

Origination

Veggie Tales

NETWORK

Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 10:00AM	13	0	
Length of Program	Age of Target Audience:		E/I Symbol Used As Required
	From	To	
30 minutes	4 years	8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

VEGGIETALES and LARRYBOY STORIES are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children. VEGGIETALES, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story.

Title of Analog Core Program #3	Origination	
Jane and the Dragon	NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays at 10:30AM	11	2
Length of Program	Age of Target Audience:	
	From	To
30 minutes	4 years	8 years
		Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

JANE AND THE DRAGON is a coming-of-age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

Total Times Aired	Number of Pre-emptions for other than Breaking News	Number of Pre-emptions Rescheduled
13	2	2
Pre-emption #1		
Date Pre-empted Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
10/13/07	10/14/07 at 3:00PM	Y
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Pre-emption	SPORTS	
Pre-emption #2		
Date Pre-empted Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
11/24/07	11/25/07 at 10:30AM	Y
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Pre-emption	SPORTS	

Title of Analog Core Program #4	Origination
Postman Pat	NETWORK

Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
------------------	-----------------------------------------------	------------------------

Saturdays at 3:00PM

2

2

Length of Program

Age of Target Audience

E/I Symbol Used As  
Required

30 minutes

From

To

4 years

8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

POSTMAN PAT takes place in an English village and mines the social interdependencies of rural life to teach children about problem-solving and getting along with others. Postman Pat, our lead character, has a mail route that takes him and his cat, Jesse, throughout the countryside delivering mail and advice to his constellation of neighbors. While Pat may encounter a problem of his own, he also frequently comes to the aid of his friends and family who run into seemingly unfixable dilemmas drawn from everyday life. Within each episode, the characters learn, for example, how to get things done on time, fulfill their commitments, work cooperatively as a team, have confidence in their abilities, and be inclusive of others in order to get along. Children will see adults and children living and interacting with others respectfully and thoughtfully in very trusting and kindhearted relationships.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

4

2

2

Preemption #1

Date Preempted (Episode #)

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

10/13/07

10/14/07 at 10:30AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Preemption #2

Date Preempted (Episode #)

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

10/20/07

10/21/07 at 10:30AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Title of Analog Core Program #5

Origination

Jacob Two-Two

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 3:00PM

6

3

Length of Program

Age of Target Audience

E/I Symbol Used As  
Required

30 minutes

From

To

4 years

8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

6

3

0

Preemption #1

Date Preempted (Episode #)

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

11/3/07

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Reason for Preemption SPORTS

Preemption #2

Date Preempted/Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

11/10/07

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Reason for Preemption SPORTS

Preemption #3

Date Preempted/Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

11/17/07

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Reason for Preemption SPORTS

Title of Analog Core Program #6

Origination

Dragon

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 3:30PM

10

3

Length of Program

Age of Target Audience

L.A. Symbol Used As Required

30 minutes

From

To

4 years

8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

12

3

2

Preemption #4

Date Preempted/Episode

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

11/3/07

Regularly scheduled program joined in progress due to sports overrun. Aired for 11 minutes.

N

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

N

Reason for Preemption SPORTS

Preemption #2

Date Preempted/Episode

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

10/13/07

10/14/07 at 11:00AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption SPORTS

Preemption #3

Date Preempted/Episode

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

10/20/07

10/21/07 at 11:00AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption: SPORTS

Title of Analog Core Program #7		Origination
My Friend Rabbit		NETWORK
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays at 4:00PM	12	1
Length of Program	Age of Target Audience	E/I Symbol Used As Required
30 minutes	From 4 years To 8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

Total Times Aired	Number of Pre-emptions for other than Breaking News	Number of Pre-emptions Rescheduled
12	1	0

Pre-emption #1

Date Preempted (episode #)	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
----------------------------	------------------------------------------	------------------------------------------

10/13/07

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Reason for Preemption: SPORTS

Title of Analog Core Program #8		Origination
Jack Hanna's Animal Adventures		SYNDICATED
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays at 4:30PM	13	0
Length of Program	Age of Target Audience	E/I Symbol Used As Required
30 minutes	From 13 years To 16 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

### Non-Core Educational and Informational Programming

5. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. § 17.631. Complete chart below for each additional such educational and informational program.

Title of Analog Non-Core Program #1		Origination
Animal Rescue		S
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions

Saturdays at 4:30AM 13 0

Length of Program Age of Target Audience

From To

30 minutes 13 years 16 years

Does the program have educational and informing children ages 13 and under as a significant purpose? Y

If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I? Y

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673? Y

Description of Program

"Animal Rescue" serves the educational and informational needs of children 13 to 16 years of age with its program content, including safety tips and information about various animals and their habitats. The programs also show real life in-the-field experiences of professional and ordinary people taking care of, treating and helping various animals, as well as exhibiting good social responsibility and promoting strong personal and community values.

Date and Time Aired (if preempted and rescheduled)

Title of Analog Non-Core Program #2 Origination

Jack Hanna's Animal Adventures (2nd run) S

Regular Schedule Total Times Aired at Regularly Scheduled Time Number of Pre-emptions

Saturdays and Sundays, times vary 19 0

Length of Program Age of Target Audience

From To

30 minutes 13 years 16 years

Does the program have educational and informing children ages 13 and under as a significant purpose? Y

If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I? Y

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673? Y

Description of Program

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

Date and Time Aired (if preempted and rescheduled)

Aired at 3:30AM on 10/13, 10/20, 11/3, 12/1, 12/8, 12/15, 12/22, 12/29.

Aired at 4:00AM on 10/6, 10/20, 10/27, 11/3, 11/10, 11/17, 11/24, 12/8.

Aired at 3:00PM on 12/9, 12/23, 12/30.

### Sponsored Core Programming

6. List Core Programs, if any, aired by other analog stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

[There are no analog sponsored core program broadcast reports.]

[There are no analog sponsored core program detail reports.]

### Digital Core Programming

7. (a) State the average number of hours of Core Programming per week broadcast by the station on its main program stream. hours
- (b) Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel?
- If Yes to 7(b), the Licensee certifies that the representations and children's program information provided with respect to its analog channel apply equally with respect to its main digital program stream.
- If No to 7(c), submit as an Exhibit a Statement of Explanation.
8. (a) State the average number of hours per week of free video programming broadcast by the station on other than its main program stream. hours
- (b) State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. §73.671. hours
9. (a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.673?
- (b) Identify publishers who were sent information in (a).
10. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.
- [There are no digital core program reports.]*
11. Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?
- If No, submit as an Exhibit a Statement of Explanation setting forth the number of repeats in excess of the repeat limit and the times and dates the episodes involved were aired.

## Non-Core Educational and Informational Programming

12. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and information program.
- [There are no digital non-core program reports.]*

## Sponsored Core Programming

13. List Core Programs, if any, aired by other stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.
- [There are no digital sponsored core program broadcast reports.]*
- [There are no digital sponsored core program detail reports.]*

## Other Matters

14. Complete the following for each analog and digital program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program, identifying whether it is to be broadcast on the station's analog or digital channel or both channels.

Title of Planned Core Program	Origination	
3-2-1 Penguins	NETWORK	
Regular Schedule	Total Times to be Aired	
Saturdays at 9:30AM	13	
Length of Program	Age of Target Audience	
30 minutes	From	To
	4 years	8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		
3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.		



## Title of Planned Core Program #2

Veggie Tales

## Origination

NETWORK

## Regular Schedule

Saturdays at 10:00AM

## Total Times to be Aired

13

## Length of Program

30 minutes

## Age of Target Audience

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

VEGGIETALES and LARRYBOY STORIES are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children. VEGGIETALES, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story.

## Title of Planned Core Program #3

Jane and the Dragon

## Origination

NETWORK

## Regular Schedule

Saturdays at 10:30AM

## Total Times to be Aired

13

## Length of Program

30 minutes

## Age of Target Audience

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

JANE AND THE DRAGON is a coming-of-age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

## Title of Planned Core Program #4

Jacob Two-Two

## Origination

NETWORK

## Regular Schedule

Saturdays at 3:00PM

## Total Times to be Aired

13

## Length of Program

30 minutes

## Age of Target Audience

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

## Title of Planned Core Program #5

## Origination

Dragon

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 3:30PM

13

Length of Program

Age of Target Audience

30 minutes

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

Title of Planned Core Program -6

Origination

My Friend Rabbit

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 4:00PM

13

Length of Program

Age of Target Audience

30 minutes

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

Title of Planned Core Program -7

Origination

Jack Hanna's Animal Adventures

SYNDICATED

Regular Schedule

Total Times to be Aired

Saturdays at 4:30PM

13

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

15. Does the licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. §73.3526(c)(1) thru (7)?

Y

16. Identify the licensee's children's programming liaison.

Name

Telephone Number

Sue Ellen Martinez

702-657-3251

Address

E-mail Address

1500 Foremaster Lane

smartinez@kvbc.com

City

State

ZIP Code

Las Vegas

NV

89101

17. Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other non-core educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. § 17.671, NOTES 2 and 3.

KVBC's public file lists public service announcements designed specifically for children. \*\*\* KVBC also posts the Children's programming information on its website at [www.kvbc.com](http://www.kvbc.com) as well as provides a link to NBC's, The More You Know Website. \*\*\* "The More You Know's" comprehensive website ([themoreyouknow.com](http://themoreyouknow.com)) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed. \*\*\* KVBC as part of their community outreach also provides station studio tours to local youth groups. \*\*\* KVBC attempts to schedule additional episodes of Jack Hanna's Animal Adventures and Animal Rescue during core and non-core hours when time is available. These programs target children ages 13 to 16. \*\*\*

WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 312(a)(5)), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

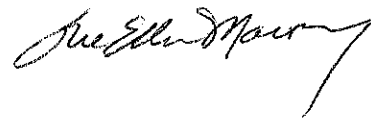
Name of Licensee

Signature

Valley Broadcasting Company

Date

1/08/2008



## **"QUBO ON NBC" EDUCATIONAL OBJECTIVES**

### **For 4<sup>th</sup> Quarter 2007**

In compliance with the Children's Television regulations that became effective January 2, 1997, the **QUBO Programming Block on NBC** features an on-air icon indicating that each program is "educational and informational" for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the regulations, the following document, which includes "educational and informational" objectives of **QUBO on NBC**, must be placed in your public file.

Each of the programs listed below, which make up the **QUBO** programming block, is specifically designed to serve the "educational and informational" needs of children ages 4-8. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

There are five returning shows from last quarter and two new shows premiering this quarter. The two new shows are "**Postman Pat**" and "**My Friend Rabbit**." "**Babar**" is replaced with "**Postman Pat**" for the first four weeks of the quarter and "**Jacob Two-Two**" for the remainder of the quarter. "**Larryboy Stories**" is subsumed by a full half-hour of the returning "**3-2-1 Penguins!**"

All shows were developed specifically for a target audience composed of children 4-8 years of age. Four of the shows are book-based series. Each show contains an important social-emotional message for the target audience, delivered through an animated narrative format.

"**Postman Pat**" is an animated show, based in England, about a mailman named Pat who drives through the countryside delivering mail with his cat, Jesse. Every day, as he sets out to deliver the mail, Postman Pat encounters a problem faced by his family, his friends, and sometimes, even himself. The show's social-emotional messages convey how adults and children interact and work together to solve problems in everyday life.

Based on Mordecai Richler's books, "**Jacob Two-Two**" is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age that he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer.

Inspired by children's everyday life, "**Dragon**" is an animated show based on the book series of the same name by author and illustrator, Dav Pilkey. The show follows a little blue dragon as he faces everyday issues. Using a simple and direct approach to life, Dragon learns new information and develops new skills primarily through trial and error. Dragon is friendly and helpful, but he tends to see things from a unique perspective and sometimes that leads to trouble. As each story unfolds, the audience learns to see things in different ways, much like Dragon, and they learn how to problem-solve through ordinary challenges. Dragon shows how to take care of a pet, make new friends, or how to find the right hobby.

**“My Friend Rabbit”** is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails.

**“3-2-1 Penguins!”** features two children – Jason and Michelle – whose vacation at their grandmother’s cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem, a moral dilemma for one of the siblings that affects his/her relations with the other, and ends after the children have learned an important social-emotional message through their adventure. The show communicates messages on topics such as honesty, being patient with others, and avoiding jealousy.

**“VeggieTales”** and **“Larryboy Stories”** are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children.

**“VeggieTales”** is a children’s series featuring animated vegetables who teach life lessons through stories. Hosted by Bob the Tomato and Larry the Cucumber, each episode begins by establishing the problem, uses short stories to parallel the situation with a problem and solution, and ends by reiterating the proposed solution and the life lesson learned through the experience. The show communicates social-emotional messages based upon the core values of honesty, kindness, forgiveness, and appreciation for all, using music, unusual characters, and allegorical storylines.

**“Larryboy Stories”** is about a young cucumber from the small town of Bumblyburg who works as a janitor at the Daily Bumble. He is also a Larryboy, a superhero who fights crimes and saves lives, bringing peace and safety to Bumblyburg. In doing so, Larry takes us through adventures which convey social-emotional messages that teach the core values of honesty, friendship, respect for others, forgiveness, and love for all.

Set in medieval times, **“Jane and the Dragon”** is an animated show that hails from Martin Baynton’s best-selling book about a middle class girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane’s best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King’s Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.

### **For 1<sup>st</sup> Quarter 2008**

There are no new shows for the 1<sup>st</sup> quarter 2008. All shows were developed specifically for a target audience composed of children 4-8 years of age. Four of the shows are book-based series. Each show contains an important social-emotional message for the target audience delivered through an animated narrative format.

#### **4<sup>th</sup> Quarter 2007 Show Summaries:**

**POSTMAN PAT** takes place in an English village and mines the social interdependencies of rural life to teach children about problem-solving and getting along with others. Postman Pat, our lead character, has a mail route that takes him and his cat, Jesse, throughout the countryside delivering mail and advice to his constellation of neighbors. While Pat may encounter a problem of his own, he also frequently comes to the aid of his friends and family who run into seemingly unfixable dilemmas drawn from everyday life. Within each episode, the characters learn, for example, how to get things done on time, fulfill their commitments, work cooperatively as a team, have confidence in their abilities, and be inclusive of others in order to get along. Children will see adults and children living and interacting with others respectfully and thoughtfully in very trusting and kindhearted relationships.

**JACOB TWO-TWO** is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

**DRAGON** is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

**MY FRIEND RABBIT** models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

**3-2-1 PENGUINS!** draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

**VEGGIETALES** and **LARRYBOY STORIES** are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children. **VEGGIETALES**, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories. **LARRYBOY STORIES** is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story.

**JANE AND THE DRAGON** is a coming-of-age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

**"CORE PROGRAMMING"**  
**PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS SPECIFICALLY**  
**DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF**  
**CHILDREN 16 AND UNDER**  
**(AGE TARGET 4-8)**  
**OCTOBER-DECEMBER 2007**

Airdate: 10/06/2007

Time:

Duration: 30:00

**POSTMAN PAT**

**POPSTARS (PMP101)**

Pat finds that Julian and Charlie have formed their own band and need a singer, so he suggests holding auditions. While he's delivering the mail, Pat overhears someone singing and discovers the voice belongs to Lucy. He asks her to audition, but Lucy refuses because she's embarrassed to perform in public. Lucy tells Meera about the band and Meera wishes she could be a pop star, even though she can't sing well. So, Lucy shows Meera how to sing. When Nisha walks by, she thinks Meera's the one singing and tells her to audition. Lucy suggests Meera could pretend to sing while Lucy hides behind the curtain. At the audition, everyone enjoys Meera's singing until Jess accidentally pulls on the curtain rope and exposes Lucy backstage. Though she's shy at first, after everyone encourages her, Lucy finds the confidence and the courage to showcase her voice and complete the song.

**[Educational Message: When you find encouragement from people in the audience, it's easier to find the confidence and courage to perform in front of them.]**

**SEASIDE (PMP101)**

Noticing how gloomy Meera seems because she's got nothing to do, Pat gives her a postcard of the seaside. Since the seaside is not nearby, Ajay suggests a family picnic instead. After they leave, Pat wonders how he can help lift Meera's spirits. As he's driving, he notices Ted and PC Selby trying to reload sand onto Ted's truck after it accidentally spilled out on the road. Pat joins them in trying to transport the sand back onto the truck, but nothing works. When Sarah and Julian run into them, Julian figures out how he can use the sand and lift Meera's spirits. He invites his friends to meet him by the sand with buckets and pails. When Meera returns home with her family, after an unsuccessful picnic, she's surprised and happy to find a makeshift seaside that their friends have created especially for them.

**[Educational Message: When you see your friends feeling sad because they've got nothing to do, you can lift their spirits by making use of what's available to you, in a creative and fun way.]**

Airdate: 10/06/2007

Time:

Duration: 30:00

**DRAGON**

**DRAGON'S WAGON (DRA201)**

Dragon gets a new wagon in the mail, but he must assemble it before using it. At first, he has trouble following instructions. When he realizes the directions were upside down, he is able to complete assembling his wagon. Dragon shows Cat his wagon and gives her a ride in it, but she tires of it very soon. So, he rides on it himself and uses it to get snacks from the kitchen. At night, Dragon sleeps with his wagon and uses it to get breakfast the next morning. Dragon decides to use the wagon to help his friends. Even though they don't need help, his friends ask Dragon to



carry things for them to Ostrich's store. Now, Dragon has too many things to carry; but he figures out how to fit everything in the wagon and is able to use the wagon to help his friends too.

**[Educational Message: Assembling your own toy and finding ways to use for yourself and to help others, makes the toy very special and also makes you feel good about being a helper.]**

### **DRAGON INVENTION (DRA201)**

When Dragon finds that everything in his home has been developed by an inventor, he decides he'd like to invent things, too. He isn't sure what to invent, because everything useful seems to already have been invented. He tries inventing a new word, but it doesn't mean anything, so there's no use for it. Dragon realizes that he needs to invent something that's useful and that everyone needs. He tries inventing things to help his friends, but they don't have any use for the things he creates. This makes him sad and in need of a hug. Dragon realizes that everyone needs hugs to feel better when they're sad. So, he invents a hugging booth where everyone can get a hug when they need it. All his friends come to the hugging booth for a hug. Dragon realizes he has finally invented something useful that everyone needs.

**[Educational Message: If you want to invent something, you have to be sure that it hasn't been invented already, it's useful, and it's something everyone needs.]**

Airdate: 10/06/2007

Time:

Duration: 30:00

### **MY FRIEND RABBIT**

#### **LITTLE DUTCH RABBIT (MFR101)**

Rabbit creates a leak in the beaver dam when he uses one of the sticks from it to scratch his itching back. No matter what he tries, the dam leaks more and his back still itches. When Thunder offers help, Mouse suggests finding the beaver to tell him about his dam. Thunder searches for the beaver without hearing Mouse's full description and mistakes other animals for it. Meanwhile, Mouse suggests fixing the dam themselves. Together the friends brainstorm possible solutions. When none of their ideas work, Jasper realizes there are actually two problems; Rabbit's itchy back and the leaky dam. He suggests finding one solution for both. Mouse realizes that Rabbit's back is itching because it's dirty, and rinsing it will stop the itch and make use of the leaking water. Thunder finally finds the beaver who thinks he can also use the leaky dam as a spray-wash for himself.

**[Educational Message: Sometimes, one small problem can turn into many big problems. Finding the root of the first problem can lead to solving the others, so one solution can work for them all.]**

### **FISHING FOR THE MOON (MFR101)**

When Rabbit snaps his fingers and the moon reappears, he thinks he can control the moon's movement. When he tries to show Mouse how he did it, however, it doesn't work. They try retracing Rabbit's steps, then getting closer to the moon so it can hear Rabbit snap. Nothing works. Thunder joins them and they try standing on top of each other, so Mouse can snap his fingers and make the moon reappear. Instead, they notice the moon in the pond and think that the moon has fallen into the water. They try scooping and fishing it out, but to no avail. When Jasper finally awakens, he explains to them that the moon only seems to disappear when it goes behind the clouds, and what they see in the pond is actually the moon's reflection. They look up to see the moon is still in the sky.

**[Educational Message: We cannot control the moon's movement. So, if you think it has disappeared, it may be hiding behind the clouds; and if you see it in the water, you're just seeing the moon's reflection.]**

Airdate: 10/06/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **ISCREAM, YOU SCREAM (PEN201)**

Jason and Michelle realize they can't return home after they find the Galeezel ruined. Frustrated, they blame each other and begin fighting. Although Zidgel reminds them of Sol's advice to seek knowledge before accusing someone and hold their temper before they lose all control, Jason and Michelle continue bickering. Meanwhile, the Penguins head toward Comet Lounge in search of Fidgel's friend who can fix the Galeezel. Arriving there, they find Cavitus has ambushed the ice cream ship. Before they can rescue it, they notice their belongings ruined and start blaming each other without clarifying the facts. When they discover Cavitus' tiny robot is behind the mess, they realize they've lost control of their ship as a result. They finally stop arguing, rescue the ship, fix the Galeezel, and return the kids back home. Back at home, the children apologize for accusing each other and getting angry before clarifying the truth.

**[Educational Message: Before you accuse someone, you should make sure you know all the facts and get control of your anger. The more you know, the less likely that the situation will spin out of control.]**

Airdate: 10/06/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **THE BALLAD OF LITTLE JOE (VEG201)**

Larry and Bob receive a letter from John who won't accept his brother's apology or forgive him for being mean and breaking John's favorite toy. They help John by telling a story about Joe whose brothers were also mean to him. In their jealousy and meanness, Joe's brothers push him into a mine and sell him to bandits who take him to another town. The town fares better after Joe arrives and everyone likes him, but then he's framed and jailed for stealing. In jail, he interprets people's dreams. After interpreting the mayor's dream about a famine, Joe is pardoned and given an important position in town. The famine hits, but they're saved because of Joe. When Joe's brothers show up asking for food, Joe helps them but tests them to see if they've changed. They pass the test, and Joe accepts their apology and forgives them for wronging him.

**[Educational Message: It's alright to be upset when someone's mean to you; but if the person apologizes, you should forgive him/her and accept the apology.]**

Airdate: 10/06/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **JESTER JUSTICE (JAD201)**

Sir Ivan catches Jester imitating him in public and challenges him to a duel for dishonoring him. Jane pleads Jester's case to Sir Theodore and requests that Jester be excused for his jokes. Sir Theodore refuses in accordance with the Knight's Code of Conduct, which allows Sir Ivan to defend his honor. He also reminds Jane that she cannot amuse herself at someone else's expense. While Jane vows to prepare Jester for the duel, Jester tries to get out of it—until he learns that the Knight's Code allows him to choose his own weapon. Jester decides to keep this knowledge to himself and rebuffs Jane's efforts to help him. On the day of the duel, Jester surprises everyone by choosing "wit" as his weapon. Though he outwits Sir Ivan through clever poetry and riddles, Jester apologizes to Sir Ivan for dishonoring him and lets Sir Ivan win.

**[Educational Message: You should never amuse yourself at someone else's expense. If you do, you should apologize to the one you've hurt with your jokes.]**

Airdate: 10/13/2007

Time:

Duration: 30:00

### **POSTMAN PAT**

#### **RADIO GREENDALE (PMP102)**

Charlie revives an old radio station and enlists his friends to work with him to get it on air over the weekend. After getting on air that weekend, however, Charlie finds that everyone has already divided up the work among themselves without thinking of a job for him. He tries approaching the others with offers to help, but nobody needs any help. Thinking he's not wanted, Charlie leaves the radio station to find something else to do. Soon, the others begin to run into problems with "Radio Greendale" and nothing they try works. The children realize that Charlie's the only one who can fix the station, but he's not there. Pat finally finds Charlie and brings him back to the station. Seeing how much he's really needed, Charlie agrees to help them by delegating jobs for everyone so they can work together as a team to fix the radio station.

**[Educational Message: When you begin a project together, you need to make sure that no one on the team is left out of the work process because everyone should be needed for their one special skill.]**

Airdate: 10/13/2007

Time:

Duration: 30:00

### **TROUBLESOME TRAIN (PMP102)**

When he learns that Pat will spend his day off helping Ajay on the Greendale Rocket, Julian decides he'd rather accompany Pat than attend school. Since he can't skip school, Julian heads to his class and Pat leaves to help Ajay. Helping Ajay with the train turns out to be much harder than Pat expects. Pat gets covered with coal dust when he adds coal to the engine, the train runs out of water, the passenger car gets disconnected from the engine, and a flock of sheep block the railway tracks. Meanwhile, Julian enjoys his day at school, gardening, painting, and playing with his friends. Though Pat is able to help Ajay through his day, he realizes how difficult it is to do what someone else does. Upon returning home, Julian learns that he had a better day than his dad, and discovers that his dad prefers doing his own job over Ajay's.

**[Educational Message: Sometimes, you may feel like someone else has it better than you; but when you attempt to do what the other person does, you realize how much harder someone else's work is compared to your own.]**

### **DRAGON**

#### **DRAGON RUNS THE STORE (DRA202)**

Ostrich gets sick and asks Dragon to run her store. As she's leaving, Ostrich runs into a stack of hats and wishes she could sell them, so they're out of the way. Dragon wants to do a good job running the store. After Ostrich leaves, Dragon practices ringing up sales and looking for things. He ends up making a mess and has to clean it up. Dragon's first customer is Mail Mouse. After helping her, Dragon sweeps the store. When the hats get in his way again, Dragon decides to play with them instead. Alligator notices Dragon, performing with a hat and a broom, through the store window. He decides to buy a hat from Dragon; Beaver and Mail Mouse buy some hats, too. Dragon also buys one for himself. When Ostrich returns, she finds all the hats sold and realizes how well Dragon managed to run her store.

**[Educational Message: When you help someone in need, you'll often find that it's not easy to do things the way that person wants, but you can still be effective doing things your own way, as long as the job gets done well.]**

### **DRAGON HELPS BEAVER (DRA202)**

While fixing Dragon's kitchen sink, Beaver hurts his finger. Dragon offers to take care of Beaver's list of chores while Beaver rests. Beaver agrees, but warns that if it gets too difficult, he'll take over. Instead of instructing Dragon, Beaver complains about the noise Dragon makes in fixing the sink. Dragon suggests Beaver rest in the next room and tries fixing the sink himself. When he's done, Dragon decides to fix Alligator's bongos for Beaver. Beaver wakes up from his nap and notices that his finger is better, but he decides to continue sleeping. So, Dragon completes the rest of Beaver's chores for him. Beaver finally awakens to find that Dragon has completed all his chores, but they're not done properly and his friends aren't satisfied with the repairs. Realizing he should have done his own work in the first place, Beaver redoes his chores while Dragon rests.

**[Educational Message: It's alright to rest when you're hurt and let your friends help you, but when you're better you should do your work yourself if you want it to be done right.]**

Airdate: 10/13/2007

Time:

Duration: 30:00

### **MY FRIEND RABBIT**

#### **LITTLE DUTCH RABBIT (MFR101)**

Rabbit creates a leak in the beaver dam when he uses one of the sticks from it to scratch his itching back. No matter what he tries, the dam leaks more and his back still itches. When Thunder offers help, Mouse suggests finding the beaver to tell him about his dam. Thunder searches for the beaver without hearing Mouse's full description and mistakes other animals for it. Meanwhile, Mouse suggests fixing the dam themselves. Together the friends brainstorm possible solutions. When none of their ideas work, Jasper realizes there are actually two problems; Rabbit's itchy back and the leaky dam. He suggests finding one solution for both. Mouse realizes that Rabbit's back is itching because it's dirty, and rinsing it will stop the itch and make use of the leaking water. Thunder finally finds the beaver who thinks he can also use the leaky dam as a spray-wash for himself.

**[Educational Message: Sometimes, one small problem can turn into many big problems. Finding the root of the first problem can lead to solving the others, so one solution can work for them all.]**

### **FISHING FOR THE MOON (MFR101)**

When Rabbit snaps his fingers and the moon reappears, he thinks he can control the moon's movement. But when he tries to show Mouse how he did it, it doesn't work. They try retracing Rabbit's steps, then getting closer to the moon so it can hear Rabbit snap. Nothing works. Thunder joins them and they try standing on top of each other, so Mouse can snap his fingers and make the moon reappear. Instead, they notice the moon in the pond and think that the moon has fallen into the water. They try scooping and fishing it out, but to no avail. When Jasper finally awakens, he explains to them that the moon only seems to disappear when it goes behind the clouds, and what they see in the pond is actually the moon's reflection. They look up to see the moon is still in the sky.

**[Educational Message: We cannot control the moon's movement. So, if you think it has disappeared, it may be hiding behind the clouds; and if you see it in the water, you're just seeing the moon's reflection.]**

Airdate: 10/13/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **I SCREAM, YOU SCREAM (PEN201)**

Jason and Michelle realize they can't return home after they find the Galeezel ruined. Frustrated, they blame each other and begin fighting. Although Zidgel reminds them of Sol's advice to seek knowledge before accusing someone and control hold temper before they lose all control, Jason and Michelle continue bickering. Meanwhile, the Penguins head toward Comet Lounge in search of Fidgel's friend who can fix the Galeezel. Arriving there, they find Cavitus has ambushed the ice cream ship. Before they can rescue it, they notice their belongings ruined and start blaming each other without clarifying the facts. When they discover Cavitus' tiny robot is behind the mess, they realize they've lost control of their ship as a result. They finally stop arguing, rescue the ship, fix the Galeezel, and return the kids back home. Back at home, the children apologize for accusing each other and getting angry before clarifying the truth.

**[Educational Message: Before you accuse someone, you should make sure you know all the facts and get control of your anger. The more you know, the less likely that the situation will spin out of control.]**

Airdate: 10/13/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **THE BALLAD OF LITTLE JOE (VEG201)**

Larry and Bob receive a letter from John who won't accept his brother's apology or forgive him for being mean and breaking John's favorite toy. They help John by telling a story about Joe whose brothers were also mean to him. In their jealousy and meanness, Joe's brothers push him into a mine and sell him to bandits who take him to another town. The town fares better after Joe arrives and everyone likes him, but then he's framed and jailed for stealing. In jail, he interprets people's dreams. After interpreting the mayor's dream about a famine, Joe is pardoned and given an important position in town. The famine hits, but they're saved because of Joe. When Joe's brothers show up asking for food, Joe helps them but tests them to see if they've changed. They pass the test, and Joe accepts their apology and forgives them for wronging him.

**[Educational Message: It's alright to be upset when someone's mean to you; but if the person apologizes, you should forgive him/her and accept the apology.]**

Airdate: 10/13/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **ALL FOOL'S DAY (JAD202)**

After Dragon owns up to the pranks he's been playing, Jane suspects Jester is plotting something bigger for All Fool's Day. When Dragon asks Jane to help him play a good trick, Jane decides to plan something to outsmart Jester. Jane and Dragon pretend to figure out the symbols on the dragon stones. They tell everyone that a dragon migration is heading toward them. Jester is not convinced. Dragon covers himself in berry juice and makes up a chant and dance to welcome the migration. Jane joins in and the others follow. After awhile, Jester discovers he's the only one doing the chant and dance, and seems to realize it's a harmless All Fool's Day joke. When Jane returns to her room later with Jester's juggling stones, she notices they form the pattern of his hat. Jane realizes that Jester made a fool of everyone by pretending to be fooled.

**[Educational Message: There's nothing wrong with joking with people as long as everyone is included in the joke and nobody gets hurt.]**

Airdate: 10/20/2007

Time:

Duration: 30:00

## **POSTMAN PAT**

### **JOB WELL DONE (PMP103)**

For class, Julian has to present an assignment on the different jobs people can do. Seeing how worried Julian seems about his presentation, Pat suggests Julian accompany him while he delivers the mail. That way, Julian can meet all the different people Pat delivers mail to, and ask them about their various jobs. Reverend Timms shows Julian how he tends to his garden and tests the church bells for Sundays. Ajay shows Julian how he prepares his train before driving it to different destinations. PC Selby tells Julian that he helps look for lost cats and he directs traffic. Later that afternoon, despite his nervousness, Julian presents what he has learned about the kinds of jobs that need to be done and how people do their jobs. The class appreciates Julian's presentation and he gets a gold star for his effort.

**[Educational Message: There are many different jobs that you can do when you grow up, because there are a lot of different things that need to get done.]**

### **FOOTBALL CRAZY (PMP103)**

Everyone's preparing for the soccer match that's going to be held later. After training with Julian on his way to the post office, Pat promises to be at the game on time. He hurries through his delivery so he can make it to the game, but he keeps running into obstacles. First, his car doesn't start so he has to take his bicycle. Then, he runs into a herd of sheep blocking his way. After getting past the sheep, he notices the bicycle's has a flat tire. So, he runs after Nisha to deliver her mail. After he's delivered all the mail, he fixes the bike and manages to get to the game just as it's beginning. Though he barely makes it to the game, Pat ends up leading his team to a win and realizes that delivering the mail helped him get into good shape for the game.

**[Educational Message: If you aren't able to train properly for a game that requires physical strength, remember that sometimes your daily chores and activities can help you get physically fit.]**

Airdate: 10/20/2007

Time:

Duration: 30:00

## **DRAGON**

### **DRAGON'S CARROT (DRA203)**

Dragon and his friends grow their own vegetables for a big dinner. Dragon buys a carrot seed from Ostrich's store so he can grow one, big carrot. He plants the seed, waters it, and waits for it to grow. While he waits, Dragon makes a scarecrow and a sign for his garden. He even wears a farmer's hat, tries protecting the carrot from bad weather, sings carrot songs, and attempts to trick carrot into believing it's a real farm. Dragon's friends take care of their vegetables in their own way, also. Soon, the vegetables are done growing and everyone prepares for the dinner. When Dragon pulls out his carrot, however, he finds it's not as big as he thought. He understands why he should have bought more seeds. Even if his carrot isn't very big, Dragon realizes that he's grown it himself, so he shares it with his friends.

**[Educational Message: Growing your own vegetables requires hard work and patience.**

**They may not always grow the way you want, but you should be proud that you grew them yourself.]**

### **DRAGON'S NEW DANCE (DRA203)**

Alligator invites Dragon to a party at his house and asks him to bring something special. Dragon tries finding something special like a balloon or a yo-yo, but decides they aren't that unique. He thinks of everything he loves about parties, and realizes he loves the dancing best. Dragon decides he'll bring a special dance to the party. He rearranges his furniture to create space to practice. Then, he notices Cat licking her paws and uses that as a move for his new dance. He decides to take inspiration from his friends, too. So, he watches his friends in their everyday activities, and incorporates their moves into his dance. Dragon shows his friends the new dance at the party. When his friends recognize themselves in Dragon's dance, they notice Dragon forgot to add himself in the dance. They make up a move for Dragon and join in the special dance.

**[Educational Message: Parties give you the chance to spend time with your friends and showcase a special talent. If you want to do something special, you can use your surroundings and your friends to get ideas for creating something unique and fun.]**

Airdate: 10/20/2007

Time:

Duration: 30:00

## **MY FRIEND RABBIT**

### **FOLLOW THE LEADER (MFR102)**

Rabbit invents a game called "Follow the Leader," in which he's the leader and Mouse is the follower. Mouse finds it difficult to keep up with Rabbit, so they try adjusting the game. When that doesn't work, they make Mouse the leader and the Gobble Girls join them. They run into Hazel who can't join them because she has to pick her acorns. So, they make Hazel the leader and follow her as she gathers acorns. Thunder joins them and he tries following them, but he's too big and heavy. So, they make Thunder the leader and do what he enjoys. When Thunder leads them into the water, they realize Hazel can't join them. Rabbit realizes they have to play a game that they can all enjoy. They all try leading, but they find nobody's following them. Finally, they decide to play Hide and Seek that everyone can enjoy, together.

**[Educational Message: When you find it difficult to play together, try to think of a game that everyone enjoy. That way, you can be together and still have fun.]**

### **CHASING RAINBOWS (MFR102)**

Rabbit tries convincing Mouse to play in the rain, but Mouse doesn't like getting wet. At first, Rabbit suggests running between raindrops, but they still get wet. Hazel and the Gobble Girls join them, and together they try to make the rain stop. That doesn't work, either. So, Rabbit suggests

thinking of a game they can play, in the rain. They make music in the mud, but Mouse doesn't want to play in the mud. They chase worms, but Mouse thinks they're slimy. Finally, Thunder notices the rainbow and they try following it. In trying to chase the rainbow, Mouse starts to have fun despite the rain. They jump over puddles, find shiny objects that the rain has washed, and slide down wet slopes. Still, they can't get to the rainbow. The rain eventually stops and the rainbow disappears, but Mouse learns he can have fun even when it rains.

**[Educational Message: You can have fun in almost any situation, even when it's raining. You just have to make an effort and find different things to do.]**

Airdate: 10/20/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **THE GREEN-EYED MONSTERS (PEN202)**

Michelle tries to switch rooms after finding that Jason's room is bigger than hers. When she complains to Sol, he explains that she's envious of Jason by comparing envy to a green-eyed monster. When Michelle tries switching their rooms, after Jason leaves the ship, she's confronted with an actual green-eyed monster. Meanwhile, Jason and Zidgel try convincing the sheep of Planet Picket that the grass is green on both sides of their fence. When they don't listen, they're also confronted by a green-eyed monster. While everyone tries stopping the monsters from eating everything, Michelle recalls Sol's analogy about envy. Realizing that the only way to get rid of them is to appreciate what she has and not be envious of others, she asks the sheep to do the same. It's only when Michelle and the sheep appreciate what they have and stop feeling envious that the green-eyed monsters finally disappear.

**[Educational Message: Envy is an unhealthy emotion. Instead of making yourself feel bad by wanting what others have, you should appreciate what you have and make the most of it.]**

Airdate: 10/20/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **RACK, SHACK, AND BENNY (VEG202)**

Bob and Larry receive a letter from Stacey who's afraid she'll lose her friendship if she doesn't give in to her friend's pressure to do something wrong. They help her by telling her the story of Rack, Shack and Benny who work at a chocolate factory. One day, their boss announces that they can eat as much chocolate as they want. The three friends control how much they eat after remembering their parents' advice about doing what's right, even if nobody else is doing it. When everyone but them gets sick, their boss rewards them with a promotion. Their loyalty is tested when he tells them to bow to a chocolate bunny and sing the bunny song. They refuse and are thrown into the furnace, but because they stand up for what's right against pressure, they're not burned. Their boss finally realizes he was wrong and apologizes for pressuring them.

**[Educational Message: If you stand up for what's right and refuse to give in to the pressure of doing something wrong, even if it's out of loyalty to someone important to you, you will be rewarded for it.]**

Airdate: 10/20/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **KNIGHT LIGHT (JAD203)**

Jane discovers she's afraid of the dark and asks her friends to keep her secret from Gunther, so he doesn't use it against her. Jester advises Jane to face her fears, but nothing they try helps. Gunther ends up discovering Jane's secret and threatens to reveal it to the court. When Sir Ivan and Sir Theodore inform them of a test that requires them to find their way through a maze, Gunther asks



them to do it at night so it's more challenging. Jane realizes that to pass the test, she must face her fears. Before their test, however, they learn that the princess is lost in the maze and there are wolves lurking nearby. When Gunther leaves her in the maze without a torch, Jane is forced to confront the dark. Jane rescues the princess and realizes that in doing so, she has also managed to overcome her fear.

**[Educational Message: You cannot let your fears overcome you and prevent you from doing what you need to do. If you confront what makes you fear something, you'll find that it isn't so scary anymore.]**

Airdate: 10/27/2007

Time:

Duration: 30:00

**POSTMAN PAT**

**DINOSAUR (PMP104)**

While the adults of Greendale work in secret to build a dinosaur-shaped slide for the kids, the children search for dinosaur fossils that they learned about in class. As the grown-ups accidentally leave behind parts of their work, the children find them and mistakenly think someone else is looking for an actual dinosaur to capture it. When they run into Reverend Timms and Dr. Gilbertson carrying a net, and find what looks like a broken tooth and dinosaur-drool, the children are convinced a real dinosaur exists in Greendale. The adults complete the dinosaur slide and take it to the playground, but the children only see the top of the dinosaur frame. Scared, they wait behind a bush. Then, Lucy notices part of the rope ladder sticking out from the covered slide. Upon investigating it, she discovers it's a slide, not a real dinosaur.

**[Educational Message: Sometimes, when you're faced with a puzzle or mystery, the clues you find could point you in the wrong direction. So, you should think of other possibilities to figure out what the clues could mean and investigate the problem before reaching a conclusion.]**

**THUNDERSTORM (PMP104)**

Julian doesn't believe he's brave because he's afraid of thunderstorms. So, Sarah explains to him that being afraid doesn't mean he's not brave; real bravery is doing something despite being afraid. When Mrs. Goggins loses her dog, Bonnie, during a walk, Julian volunteers to help Pat search for Bonnie—even though he's afraid of thunderstorms. Pat and Julian search the town for Bonnie, but to no avail. Then, their car gets stuck in the rain and they're forced to search by foot. Eventually, they hear Bonnie barking and follow the sounds to the tunnel where she's hiding. When she refuses to come out, Julian suggests luring her with her chew-toy. As they think of a solution, Ted joins them. Julian decides to wait with Bonnie and Ted, until Pat returns with Bonnie's toy. After rescuing Bonnie, they return home where Mrs. Goggins thanks Julian for his bravery.

**[Educational Message: There's nothing wrong with being afraid of something, and it doesn't mean you're not brave. Being brave means doing something to help others even though you're afraid.]**

Airdate: 10/27/2007

Time:

Duration: 30:00

**DRAGON**

**DRAGON'S SLEEPOVER (DRA204)**

Dragon and Alligator expect to stay awake all night during their sleepover at Dragon's house, but things don't go as planned. First, they can't agree on what to eat. Then, they try to stay up as long as possible, but Dragon gets really sleepy at bedtime. Alligator thinks sleepovers are more fun if nobody sleeps during bedtime. So, he convinces Dragon to stay awake and repeat all their games. After awhile both of them get so tired that they fall asleep on the floor. When Cat accidentally

wakes them up, they realize they need to sleep properly in their beds. Getting to bed takes longer than Dragon expects, because Alligator takes so long in the bathroom. When they finally get to bed, they keep interrupting each other's sleep. Realizing he needs his sleep, Dragon finally decides to sleep in Alligator's hammock outside while Alligator sleeps in Dragon's bed inside. **[Educational Message: Sleepovers are meant to be fun, but it's also important to sleep during bedtime. Staying awake when you're sleepy will only make you more tired, and you will be very grumpy when you are awake.]**

#### **DRAGON GOES CAMPING (DRA204)**

Dragon and Alligator prepare to go camping after Dragon reads about exploring the outdoors. Dragon helps Alligator pack what's necessary and they set out to find a camping spot. The first spot they find attracts too many birds and it gets very noisy. The next spot they find is too windy, and they have to hold on to everything so it doesn't blow away. The last spot they find is too cold and there's no food nearby. So, Dragon and Alligator decide to camp in Ostrich's store, which is warm and has access to food. Even though they're comfortable, Dragon realizes that camping isn't camping without the outdoors. They head back outside to find another spot and set up camp in Beaver's backyard; but they leave after Beaver asks them to be quieter. Their search finally leads them to Alligator's backyard, which turns out to be a perfect camping spot.

**[Educational Message: The purpose of camping is to be outdoors with only what's necessary; but you don't have to be uncomfortable or go very far to find the perfect camping spot. Your own backyard might be the perfect place to camp.]**

Airdate: 10/27/2007

Time:

Duration: 30:00

#### **MY FRIEND RABBIT**

##### **LITTLE DUTCH RABBIT (MFR101)**

Rabbit creates a leak in the beaver dam when he uses one of the sticks from it to scratch his itching back. No matter what he tries, the dam leaks more and his back still itches. When Thunder offers help, Mouse suggests finding the beaver to tell him about his dam. Thunder searches for the beaver without hearing Mouse's full description and mistakes other animals for it. Meanwhile, Mouse suggests fixing the dam themselves. Together the friends brainstorm possible solutions. When none of their ideas work, Jasper realizes there are actually two problems; Rabbit's itchy back and the leaky dam. He suggests finding one solution for both. Mouse realizes that Rabbit's back is itching because it's dirty, and rinsing it will stop the itch and make use of the leaking water. Thunder finally finds the beaver who thinks he can also use the leaky dam as a spray-wash for himself.

**[Educational Message: Sometimes, one small problem can turn into many big problems. Finding the root of the first problem can lead to solving the others, so one solution can work for them all.]**

##### **FISHING FOR THE MOON (MFR101)**

When Rabbit snaps his fingers and the moon reappears, he thinks he can control the moon's movement. But when he tries to show Mouse how he did it, it doesn't work. They try retracing Rabbit's steps, then getting closer to the moon so it can hear Rabbit snap. Nothing works. Thunder joins them and they try standing on top of each other, so Mouse can snap his fingers and make the moon reappear. Instead, they notice the moon in the pond and think that the moon has fallen into the water. They try scooping and fishing it out, but to no avail. When Jasper finally awakens, he explains to them that the moon only seems to disappear when it goes behind the clouds, and what they see in the pond is actually the moon's reflection. They look up to see the moon is still in the sky.

**[Educational Message: We cannot control the moon's movement. So, if you think it has disappeared, it may be hiding behind the clouds; and if you see it in the water, you're just seeing the moon's reflection.]**

Airdate: 10/27/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **I SCREAM, YOU SCREAM (PEN201)**

Jason and Michelle realize they can't return home after they find the Galeezel ruined. Frustrated, they blame each other and begin fighting. Although Zidgel reminds them of Sol's advice to seek knowledge before accusing someone and hold their temper before they lose all control, Jason and Michelle continue bickering. Meanwhile, the Penguins head toward Comet Lounge in search of Fidgel's friend who can fix the Galeezel. Arriving there, they find Cavitus has ambushed the ice cream ship. Before they can rescue it, they notice their belongings ruined and start blaming each other without clarifying the facts. When they discover Cavitus' tiny robot is behind the mess, they realize they've lost control of their ship as a result. They finally stop arguing, rescue the ship, fix the Galeezel, and return the kids back home. Back at home, the children apologize for accusing each other and getting angry before clarifying the truth.

**[Educational Message: Before you accuse someone, you should make sure you know all the facts and get control of your anger. The more you know, the less likely that the situation will spin out of control.]**

Airdate: 10/27/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **THE BALLAD OF LITTLE JOE (VEG201)**

Larry and Bob receive a letter from John who won't accept his brother's apology or forgive him for being mean and breaking John's favorite toy. They help John by telling a story about Joe whose brothers were also mean to him. In their jealousy and meanness, Joe's brothers push him into a mine and sell him to bandits who take him to another town. The town fares better after Joe arrives and everyone likes him, but then he's framed and jailed for stealing. In jail, he interprets people's dreams. After interpreting the mayor's dream about a famine, Joe is pardoned and given an important position in town. The famine hits, but they're saved because of Joe. When Joe's brothers show up asking for food, Joe helps them but tests them to see if they've changed. They pass the test, and Joe accepts their apology and forgives them for wronging him.

**[Educational Message: It's alright to be upset when someone's mean to you; but if the person apologizes, you should forgive him/her and accept the apology.]**

Airdate: 10/27/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **STRAWBERRY FOOL (JAD204)**

Seeing how pleased the princess feels after eating the strawberries Jane brings her, the King gives Jane the responsibility of keeping up the princess's morale while she's sick. After consulting her friends, Jane decides that a show might help the princess. While her friends prepare for the event, Jane searches for more strawberries with Dragon to replace the ones Prince Cuthbert stole from Pepper. Soon however, everything starts to go awry. Jane can't get the strawberries, so Pepper makes turnips for the Princess instead. Dragon burns Rake's vegetable puppets. Then, Jester disappears after losing his nerves when he struggles with his routine. Determined to do her best for Princess Lavinia, Jane searches for Jester while the others try entertaining the royal family.

Jane finally finds Jester in the woods and returns with him just in time. She also brings back more strawberries, which the princess enjoys along with the show.

**[Educational Message: No matter how hard you try, sometimes things still don't go the way you planned. What matters is that you do your best and everything will work out the way it should, even if it's not perfect.]**

Airdate: 11/03/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO VS. THE HOODED FANG (TWO101)**

Fed up with sharing a room with his brother, Noah, Jacob decides he wants his own room. Dad says he can have the attic if he can spend an entire night up there. Unfortunately, while watching wrestling on TV, Jacob gets freaked out by the bad-guy wrestler, the Hooded Fang, and is too frightened to stay in the attic all night. When his Dad takes the kids to a wrestling match the next evening and Jacob finds himself face to face with the hulking Hooded Fang, he learns a valuable lesson about overcoming his fears. Back at home he is now able to brave an entire night in the attic, which makes it his new room.

**[Educational Message: Facing your fears is the best way to beat them.]**

Airdate: 11/03/2007

Time:

Duration: 30:00

### **DRAGON**

#### **CAT'S BLANKET (DRA205)**

Dragon washes Cat's dirty blanket and dries it on the clothesline outside, even though it's windy. When he goes outside to retrieve the blanket, it's not there. Dragon searches for it everywhere and realizes it has blown away in the wind. Alligator helps Dragon by placing his favorite towel on the line and following it in the direction of the breeze, but they lose track of the towel. They find Beaver who says it's raining blankets and towels in his backyard, but Dragon and Alligator don't find anything there. Mail Mouse says she placed the blanket and towel in the garbage can, but they're not there either. Ostrich tells them that she hung them up to air and they blew away, again. When Dragon returns home, he finds his towel in the yard and Cat's blanket with Cat. He realizes it's better to dry wet things indoors on windy days.

**[Educational Message: Drying wet garments on a clothesline outside is fine unless it's a windy day. On such days, it's better to dry your things indoors to prevent them from blowing away in the wind.]**

#### **CAT'S NEW TRICK (DRA205)**

Dragon decides he'll teach Cat a new trick. He tries making her jump through a hoop, but it's too difficult for her. Then, he tries teaching Cat how to tap dance, but she isn't interested. So, he tries teaching her a new trick but forgets to add Cat in the trick, and Cat disappears. After finding her, Dragon tries teaching her how to subtract. He even tries to get her to bark like a dog, but she meows, instead. Upon Beaver's suggestion, Dragon borrows Alligator's scooter and tries teaching Cat how to ride it. Cat doesn't seem ready for such an advanced trick. Just as he's about to give up, Dragon notices Cat meowing to the tune of Dragon's song. Dragon realizes that it's better to enjoy what Cat can do rather than teach her tricks. So, he sings while Cat meows along with him and Alligator plays his bongo.

**[Educational Message: Teaching your pet a new trick is fun, but some animals don't perform tricks. For pets like cats, it's better to enjoy what they can do rather than teaching them what they can't.]**

Airdate: 11/03/2007

Time:

Duration: 30:00

### **MY FRIEND RABBIT**

#### **MOUSE'S MOSS (MFR103)**

While Mouse prepares to nap with his cuddle moss, "Mossy," Rabbit and Thunder enjoy flipping things in the air. As he searches for things to flip, Thunder discovers Mouse's moss. After Rabbit and Thunder flip the moss over, Mouse comes looking for his "Mossy." When they can't find it, they think of different ways to locate it. They try retracing their steps to see where the moss has landed, but that doesn't work. Then, Thunder suggests replacing "Mossy" with something else, but Mouse can't find anything that resembles "Mossy." Hazel suggests that if Mouse works really hard, he'll get too tired and fall asleep without needing his cuddle toy. Mouse can't find anything to do, however. Unwilling to give up, Rabbit finally suggests flipping Mouse over, so he can spot the moss. When he's flipped in the air, Mouse spots "Mossy" on a tree and Hazel retrieves it for him.

**[Educational Message: When you lose something, instead of giving up, you should try retracing your steps and thinking of different ways to search for it.]**

#### **THE SOUND OF SILENCE (MFR103)**

Rabbit and Mouse spot Jasper silently waiting for a surprise, by the pond. They decide to join him, but they're interrupted by noises from the forest. They follow the sounds to Hazel and ask her to practice standing in silence like Jasper. When Hazel stands quietly with them, she hears the sounds of nature, until they're interrupted by more noise. They follow the sounds to the Gobble Girls who practice standing silently with them, also. After some time, they all begin to hear sounds they've never heard before. Their silence is interrupted with Thunder's noisy dance, by the waterfall. After failing to reach Thunder, Rabbit finally finds a way to interrupt Thunder's shower to get his attention. Once they've stopped all the outside noise, everyone joins Jasper by the pond to wait silently for the surprise, until they discover sounds and sights of nature they'd never noticed before.

**[Educational Message: If you take a moment to be silent and still during your daily activities, you'll notice sights and sounds that you may not have paid attention to before.]**

Airdate: 11/03/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **LAZY DAZE (PEN203)**

Upset at Michelle for not loaning him money to buy what he wants, Jason complains about having to work. Following Jason's lead, Zidgel suggests they take the day off and picnic at Planet Rigel-13. On their way, they stop at Comet Lounge where Michelle tells Sol about Jason's aversion to hard work. Sol advises them to watch the ants closely and see how diligently they work. Upon reaching Rigel-13, the Penguins and the cadets find it a mess. After Fidgel and Michelle return to the ship for cleaning supplies, the others are attacked by giant ants. When Jason is confronted with the ants, he finally remembers Sol's words and understands that the ants are there to clean up the planet's mess because they are hard workers. He helps the ants clean up, apologizes to the Penguins for his laziness, and finishes all his chores when he returns home to Grandmum.

**[Educational Message: Laziness is never rewarded, but hard work has many rewards. So, when you want something, you must work for it diligently and with a strong effort.]**

Airdate: 11/03/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **LARRYBOY AND THE FIB FROM OUTER SPACE (VEG203)**

Olivia asks Bob and Larry what to do when she tells a lie after breaking her grandmother's cookie jar. Bob helps her understand the dangers of lying through Junior's story. Junior accidentally breaks his father's plate and lies about it after meeting a fib from outer space. When his father notices the broken plate, Junior blames it on Laura, and notices the fib has grown bigger. He lies again when he learns that Laura got into trouble, and blames it on Lenny, which makes the fib grow more. His friends confront him, so Junior blames it on space aliens. The fib grows so big that it seizes Junior and begins destroying Bumblyburg. Larryboy, who's been searching for the alien, tries rescuing Junior and stopping the fib, but nothing works. It's only after he tells the truth that the fib returns to his normal size and goes back to space.

**[Educational Message: If you do something wrong, you need to be honest and face the consequences. When you lie about it, one lie turns into a web of lies, and you end up creating bigger problems than before.]**

Airdate: 11/03/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **GO WEST YOUNG GARDENER (JAD205)**

After riding with Jane and Dragon over the kingdom, Rake realizes how small his garden is compared to the rest of the world. Pepper reminds him what his garden means to him, but Rake isn't satisfied. He gets his chance to leave his garden again, after Pepper tells him she needs new herbs and spices. Rake promises to return with something new and sets off with Jane and Dragon. While he explores the woods, Jane and Dragon fall asleep. Rake continues his search for new plants but ends up getting lost. In the process, he finds a new plant, but when he reaches for it, he gets stuck in a log. Jane and Dragon finally rescue him and carry him back to the kingdom. Although he kept his promise to Pepper and found her a new herb, Rake realizes he's happier being home where he's surrounded by everything he loves.

**[Educational Message: Exploring the world is exciting because there's so much to see, but nothing compares to your own home where you're surrounded by everything you love.]**

Airdate: 11/10/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO AND THE DAILY CROWN (TWO105)**

A new newspaper becomes an overnight success in Montreal, but Jacob is suspicious. The paper is poorly written gibberish, and yet all the grownups in town are subscribing to it and spending all their money on the useless products advertised in it. Jacob and Buford become paperboys to infiltrate the Daily Crown headquarters, coming face to face with its eccentric founder, Carl Fester King. Learning that the paper's ink does indeed contain a "brainwashing" chemical, Jacob uses King's own newspaper to reveal his con game to the entire city and everything returns to the way it was.

**[Educational Message: If everyone you trust seems to change their normal behavior, you should definitely consider doing some problem-solving to find the explanation.]**

Airdate: 11/10/2007

Time:

Duration: 30:00

## **DRAGON**

### **DRAGON'S BIG ITCH (DRA206)**

Dragon's back begins to itch just as he's settling down to read his book. He tries rubbing his back against the wall and using different objects—a spoon, a tea towel, and a stick—to scratch his back. He even tries rubbing his back against a tree. When nothing cures his itch, Dragon asks his friends to help him scratch his back. His friends try to help him for as long as they can, but they can't cure his itch either. Realizing his friends can't help, Dragon returns home. Then, Ostrich visits Dragon with her magnifying glass to find the cause of the itch. She doesn't find anything, but when she trips over a cushion, the feather that escapes from it tickles Dragon's nose and makes him sneeze. Dragon gets so focused on the sneezing that he forgets about his itch, and the itch goes away on its own.

**[Educational Message: Sometimes we can have a problem that is really bothersome, but it's possible that it will go away on its own if you can focus on something else.]**

### **DRAGON GETS INTERRUPTED (DRA206)**

Dragon wants to finish reading his book, but he keeps getting interrupted. First, Ostrich comes over to ask Dragon for help in deciding which superhero call she should use. Then, Beaver calls asking Dragon to help fix the back-scratching machine. When he returns home to his book, Dragon hears Mail Mouse calling him outside to help her remove sticky stamps from her paw. Afterwards, she comes over for something to drink, and so does Alligator. Then, Ostrich returns with another superhero call, Mail Mouse returns to thank Dragon for his help earlier, and Beaver calls for more help with his back-scratching machine. Realizing he'll never get to finish his book if he keeps getting interrupted, Dragon finally tells his friends the truth and invites them over to listen to him while he reads. This way, Dragon is able to give his friends company and finish his book, as well.

**[Educational Message: While it's good to use your time to help others, you need to leave some time for yourself. If your friends don't realize they're taking you away from doing what you want to do, you should let them know politely but honestly.]**

Airdate: 11/10/2007

Time:

Duration: 30:00

## **MY FRIEND RABBIT**

### **FOLLOW THE LEADER (MFR102)**

Rabbit invents a game called "Follow the Leader," in which he's the leader and Mouse is the follower. Mouse finds it difficult to keep up with Rabbit, so they try adjusting the game. When that doesn't work, they make Mouse the leader and the Gobble Girls join them. They run into Hazel who can't join them because she has to pick her acorns. So, they make Hazel the leader and follow her as she gathers acorns. Thunder joins them and he tries following them, but he's too big and heavy. So, they make Thunder the leader and do what he enjoys. When Thunder leads them into the water, they realize Hazel can't join them. Rabbit realizes they have to play a game that they can all enjoy. They all try leading, but they find nobody's following them. Finally, they decide to play Hide and Seek that everyone can enjoy, together.

**[Educational Message: When you find it difficult to play together, try to think of a game that everyone enjoy. That way, you can be together and still have fun.]**

### **CHASING RAINBOWS (MFR102)**

Rabbit tries convincing Mouse to play in the rain, but Mouse doesn't like getting wet. At first, Rabbit suggests running between raindrops, but they still get wet. Hazel and the Gobble Girls join

them, and together they try to make the rain stop. That doesn't work, either. So, Rabbit suggests thinking of a game they can play in the rain. They make music in the mud, but Mouse doesn't want to play in the mud. They chase worms, but Mouse thinks they're slimy. Finally, Thunder notices the rainbow and they try following it. In trying to chase the rainbow, Mouse starts to have fun despite the rain. They jump over puddles, find shiny objects that the rain has washed, and slide down wet slopes. Still, they can't get to the rainbow. The rain eventually stops and the rainbow disappears, but Mouse learns he can have fun even when it rains.

**[Educational Message: You can have fun in almost any situation, even when it's raining. You just have to make an effort and find different things to do.]**

Airdate: 11/10/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **THE GREEN-EYED MONSTERS (PEN202)**

Michelle tries to switch rooms after finding that Jason's room is bigger than hers. When she complains to Sol, he explains that she's envious of Jason by comparing envy to a green-eyed monster. When Michelle tries switching their rooms, after Jason leaves the ship, she's confronted with an actual green-eyed monster. Meanwhile, Jason and Zidgel try convincing the sheep of Planet Picket that the grass is green on both sides of their fence. When they don't listen, they're also confronted by a green-eyed monster. While everyone tries stopping the monsters from eating everything, Michelle recalls Sol's analogy about envy. Realizing that the only way to get rid of them is to appreciate what she has and not be envious of others, she asks the sheep to do the same. It's only when Michelle and the sheep appreciate what they have and stop feeling envious that the green-eyed monsters finally disappear.

**[Educational Message: Envy is an unhealthy emotion. Instead of making yourself feel bad by wanting what others have, you should appreciate what you have and make the most of it.]**

Airdate: 11/10/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **RACK, SHACK, AND BENNY (VEG202)**

Bob and Larry receive a letter from Stacey who's afraid she'll lose her friendship if she doesn't give in to her friend's pressure to do something wrong. They help her by telling her the story of Rack, Shack and Benny who work at a chocolate factory. One day, their boss announces that they can eat as much chocolate as they want. The three friends control how much they eat after remembering their parents' advice about doing what's right, even if nobody else is doing it. When everyone but them gets sick, their boss rewards them with a promotion. Their loyalty is tested when he tells them to bow to a chocolate bunny and sing the bunny song. They refuse and are thrown into the furnace, but because they stand up for what's right against pressure, they're not burned. Their boss finally realizes he was wrong and apologizes for pressuring them.

**[Educational Message: If you stand up for what's right and refuse to give in to the pressure of doing something wrong, even if it's out of loyalty to someone important to you, you will be rewarded for it.]**

Airdate: 11/10/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **DRAGON'S EGG (JAD206)**

Jane and Dragon learn that the Merchant has imported a dragon's egg. While Jane remains skeptical about the egg's authenticity, Dragon wonders if it's real and whether it can provide a clue to his own beginnings. Despite her suspicions, Jane agrees to help him petition the King for the egg. When the King



refuses, Dragon tries stealing the egg before Jane stops him, reminding him that stealing isn't the answer. Refusing to listen to Jane, Dragon exchanges his tooth for the Merchant's egg. Unable to reason with Dragon, Jane seeks the truth herself and discovers the similarity between the egg and the gravel from the quarry. After finding the egg's true origin, Jane reveals the truth to Dragon. When Dragon realizes that the Merchant's egg is just another rock from the quarry, he understands that Jane was right in looking out for him and trying to protect him from harm.

**[Educational Message: When you see someone taking advantage of your friends, you should look out for them and protect them from doing something that might bring them hurt or harm.]**

Airdate: 11/17/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **THE MYSTERY OF MALTY MCGUFFIN (TWO106)**

Jacob becomes obsessed with solving a real-life mystery – the location of a secret treasure-- described in his Malty McGuffin book. The only problem is that Jacob is being followed by library ninjas who are intent on getting the overdue book back. Jacob, Buford and Renee use their combined brainpower to decode the clues, solve the riddles, and find the location of the secret treasure, only to be scooped at the last minute by I.M. Greedyguts. Just when Jacob and his friends think it's all over, the library ninjas come to their rescue and take Greedyguts and the overdue book away, leaving them to enjoy the treasure – boxes and boxes of Malty McGuffin cereal.

**[Educational Message: Books can guide you through amazing adventures, which is one of the best reasons to spend time reading.]**

Airdate: 11/17/2007

Time:

Duration: 30:00

### **DRAGON**

#### **DRAGON'S BIG DECISION (DRA207)**

Ostrich tells Dragon to pick anything he likes from her store, but Dragon can't decide what to get. He tries selecting something he likes and can play with a lot, but he ends up getting too many things. Taking Ostrich's suggestion, Dragon takes his new toys home to test them out and decide which one he likes best. Playing with his new toys at home is even more confusing, because there are too many choices. Alligator suggests picking a toy with many different uses or picking one randomly. Neither suggestion works, so Dragon decides to return all the toys to Ostrich's store. As he places the toys back into the box they came in, Dragon realizes that the box can be used in place of all the toys, so he can play with it a lot. He returns the toys to Ostrich and decides to keep the box instead.

**[Educational Message: Making decisions is hard when there are too many choices. Sometimes the best way to decide is to try out all your choices and see which one is most useful for you.]**

#### **DRAGON'S GRUMPY PAL (DRA207)**

Alligator's been in a bad mood since morning and he can't get rid of it, so he asks Dragon to help. Dragon tries cheering up Alligator by pointing out the happy things around him, playing games with him, doing silly things for him, and getting Alligator to do the things he enjoys doing normally. Nothing helps and Alligator can't snap out of his bad mood. As a last attempt, Dragon suggests switching places with one another, so Alligator can cheer up when he tries to help Dragon get in a better mood. That doesn't work either. Alligator finally realizes that he hasn't had any breakfast and he's been hungry all day. After having lunch with Dragon, Alligator feels much better. He realizes that he was in a bad mood because he was hungry. Once he's eaten something, Alligator finds himself in a good mood, again.

**[Educational Message: When you're in a bad mood and nothing cheers you up, try to find out why you're feeling this way in the first place. Once you know what the problem is, you can fix it and get rid of your bad mood too.]**

Airdate: 11/17/2007

Time:

Duration: 30:00

### **MY FRIEND RABBIT**

#### **HAZEL'S BIG SURPRISE (MFR104)**

After completing all her chores, Hazel realizes there's nothing left for her to do. She's even stacked all the acorns, which is what she enjoys most. Seeing how sad Hazel looks, Rabbit, Mouse and Thunder think of ways to cheer her up. Rabbit suggests giving Hazel a surprise visit from all her friends at her "hiding hole." They invite all her friends and ask them to do something special for Hazel. When Hazel returns home, she's surprised by all her friends and appreciates all the different things they do for her; but she still can't forget about the acorns. It's only when everyone joins Thunder in his new dance and they end up knocking over the acorns from the tree that Hazel feels happy, again. Hazel's mood is lifted by her friends' combined efforts to make her feel better, and her friends feel happy to have helped Hazel.

**[Educational Message: When you see your friend sad, you should make an effort to cheer him/her up. Sometimes, it may take a few tries and more than one person's efforts to help lift your friend's spirits.]**

#### **THE LAST LEAF (MFR104)**

Rabbit invents a new toy called the "snow-snapper," that he and his friends can use in the snow; but it's not winter yet. When he finds one last leaf that still hasn't fallen off the tree, he presumes that's why winter hasn't arrived. Rabbit decides to make the leaf fall, so it can snow. He and Mouse try different ways of making the leaf fall, but nothing works. In the process, however, they find many other uses for Rabbit's snow-snapper. They finally ask Hazel to climb the tree and pick the leaf in exchange for helping her gather all her nuts, with the snow-snapper. Just as Hazel prepares to pick the leaf off the tree, Jasper arrives and explains why picking the leaf won't make it snow. Rabbit suddenly realizes that they don't have to wait for winter to play with his snow-snapper, because it has many other uses.

**[Educational Message: Not every object needs to be used for only one purpose. If you think creatively, you may find there are many different ways to use the same object and it can serve many purposes.]**

Airdate: 11/17/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **LAZY DAZE (PEN203)**

Upset at Michelle for not loaning him money to buy what he wants, Jason complains about having to work. Following Jason's lead, Zidgel suggests they take the day off and picnic at Planet Rigel-13. On their way, they stop at Comet Lounge where Michelle tells Sol about Jason's aversion to hard work. Sol advises them to watch the ants closely and see how diligently they work. Upon reaching Rigel-13, the Penguins and the cadets find it a mess. After Fidgel and Michelle return to the ship for cleaning supplies, the others are attacked by giant ants. When Jason is confronted with the ants, he finally remembers Sol's words and understands that the ants are there to clean up the planet's mess because they are hard workers. He helps the ants clean up, apologizes to the Penguins for his laziness, and finishes all his chores when he returns home to Grandmum.

**[Educational Message: Laziness is never rewarded, but hard work has many rewards. So, when you want something, you must work for it diligently and with a strong effort.]**

Airdate: 11/17/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **LARRYBOY AND THE FIB FROM OUTER SPACE (VEG203)**

Olivia asks Bob and Larry what to do when she tells a lie after breaking her grandmother's cookie jar. Bob helps her understand the dangers of lying through Junior's story. Junior accidentally breaks his father's plate and lies about it after meeting a fib from outer space. When his father notices the broken plate, Junior blames it on Laura, and notices the fib has grown bigger. He lies again when he learns that Laura got into trouble, and blames it on Lenny, which makes the fib grow more. His friends confront him, so Junior blames it on space aliens. The fib grows so big that it seizes Junior and begins destroying Bumblyburg. Larryboy, who's been searching for the alien, tries rescuing Junior and stopping the fib, but nothing works. It's only after he tells the truth that the fib returns to his normal size and goes back to space.

**[Educational Message: If you do something wrong, you need to be honest and face the consequences. When you lie about it, one lie turns into a web of lies, and you end up creating bigger problems than before.]**

Airdate: 11/17/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **KING'S KNIGHT (JAD207)**

Jane finds a secret map of the catacombs hidden in the tapestry while cleaning it. She and Jester follow the map and discover King Caradoc's tomb, which places doubt on the current king's identity who has the same name. Jane and Jester try searching the royal archives but are unable to learn more. Caught in a moral dilemma during the oath ceremony, Jane decides she cannot pledge her allegiance to the King without verifying his identity. When she refuses to explain her reasons to the court, Jane is asked to leave the kingdom. Before she leaves, however, the King asks Jane to explain herself to him privately. After Jane discloses what she knows, the King reveals that he hid the map as a child to remember his dead brother whose name he later adopted and whose tomb Jane discovered. After learning the truth, Jane gives her oath to the King.

**[Educational Message: Always verify your information and check your facts before committing yourself to something, so when you do commit you are sure that it's the right thing to do.]**

Airdate: 11/24/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO AND SCHOLARS FOR DOLLARS (TWO108)**

Jacob is tired of failing Ms. Sour Pickle's daily country capitals quiz, so he does a little detective work and figures out her system for picking the countries. As a result, he aces the quiz and becomes a hero to the entire student body. It all backfires, however, when he is chosen to be the geography expert on the school's "Scholars for Dollars" team. He's only got one night to memorize all the countries and capitals before the big competition, so he uses little tricks to memorize them. His team doesn't win the competition but everyone is really proud of his efforts and interested in the neat tricks he used to memorize and recall information.

**[Educational Message: When you study and try your hardest, you will not only be proud of yourself, but others will also be proud of you, regardless of the outcome of your efforts.]**

Airdate: 11/24/2007

Time:

Duration: 30:00

## **DRAGON**

### **DRAGON'S PHOTO ALBUM (DRA208)**

Dragon notices that his photo album is empty, so he decides to take some pictures of his favorite things to place in the album. Taking pictures is not easy because Cat keeps getting in the way of Dragon's camera. After struggling to distract Cat away from the camera, Dragon realizes that capturing Cat playing is fun, too. He takes photos of Cat playing and pictures of other objects inside and outside his home. He even takes pictures of himself by photographing himself in parts and piecing the pictures together like a puzzle. He also takes several photos of his friends. The last photograph he takes is one with him and his friends together, after Mail Mouse teaches him how to use a tripod. Once he has taken pictures of all his favorite things, Dragon fills up his photo album with them.

**[Educational Message: Photo albums are meant to be enjoyed and to remind you of your friends. The pictures don't have to be perfect, they just need to remind you of your favorite things, people you love, and memories you'd like to recall.]**

### **DRAGON COLLECTS STAMPS (DRA208)**

Just as Dragon decides to begin a stamp collection, he realizes there are no more letters in the mail. He sends letters to all his friends, so he can collect the stamps from their replies when they write back. Instead, Dragon's friends come over or call to reply back. Dragon tries sending himself a letter, but he's unable to mail it to himself. Before he can get stamps for his letter, Mail Mouse puts it back in Dragon's mailbox without stamps; since the letter's addressed to Dragon himself. Dragon, then, decides to mail himself something big that requires lots of stamps. He buys stamps and jars of pickles from Ostrich, and Ostrich mails the box to Dragon. When Dragon gets his package the next day, he opens it up too quickly and accidentally rips up all his stamps. So, he decides to collect pickle jars instead.

**[Educational Message: Collecting things, like stamps, as part of a hobby is interesting and fun; but if it gets too difficult to do, you should try collecting something else that's easier.]**

Airdate: 11/24/2007

Time:

Duration: 30:00

## **MY FRIEND RABBIT**

### **MOUSES'S MOSS (MFR 103)**

While Mouse prepares to nap with his cuddle moss, "Mossy," Rabbit and Thunder enjoy flipping things in the air. As he searches for things to flip, Thunder discovers Mouse's moss. After Rabbit and Thunder flip the moss over, Mouse comes looking for his "Mossy." When they can't find it, they think of different ways to locate it. They try retracing their steps to see where the moss has landed, but that doesn't work. Then, Thunder suggests replacing "Mossy" with something else, but Mouse can't find anything that resembles "Mossy." Hazel suggests that if Mouse works really hard, he'll get too tired and fall asleep without needing his cuddle toy. Mouse can't find anything to do, however. Unwilling to give up, Rabbit finally suggests flipping Mouse over, so he can spot the moss. When he's flipped in the air, Mouse spots "Mossy" on a tree and Hazel retrieves it for him.

**[Educational Message: When you lose something, instead of giving up, you should try retracing your steps and thinking of different ways to search for it.]**

### **THE SOUND OF SILENCE (MFR103)**

Rabbit and Mouse spot Jasper silently waiting by the pond for a surprise. They decide to join him, but they're interrupted by noises from the forest. They follow the sounds to Hazel and ask her to practice standing in silence like Jasper. When Hazel stands quietly with them, she hears the sounds of nature, until they're interrupted by more noise. They follow the sounds to the Gobble Girls who also practice standing silently with them. After some time, they all begin to hear sounds they've never heard before. Their silence is interrupted with Thunder's noisy dance by the waterfall. After failing to reach Thunder, Rabbit finally finds a way to interrupt Thunder's shower to get his attention. Once they've stopped all the outside noise, everyone joins Jasper by the pond to wait silently for the surprise, which is discovering sounds and sights of nature they had never noticed before.

**[Educational Message: If you take a moment to be silent and still during your daily activities, you'll notice sights and sounds that you may not have paid attention to before.]**

Airdate: 11/24/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

### **THE GREEN-EYED MONSTERS (PEN202)**

Michelle tries to switch rooms after finding that Jason's room is bigger than hers. When she complains to Sol, he explains that she's envious of Jason by comparing envy to a green-eyed monster. When Michelle tries switching their rooms, after Jason leaves the ship, she's confronted with an actual green-eyed monster. Meanwhile, Jason and Zidgel try convincing the sheep of Planet Picket that the grass is green on both sides of their fence. When they don't listen, they're also confronted by a green-eyed monster. While everyone tries stopping the monsters from eating everything, Michelle recalls Sol's analogy about envy. Realizing that the only way to get rid of them is to appreciate what she has and not be envious of others, she asks the sheep to do the same. It's only when Michelle and the sheep appreciate what they have and stop feeling envious that the green-eyed monsters finally disappear.

**[Educational Message: Envy is an unhealthy emotion. Instead of making yourself feel bad by wanting what others have, you should appreciate what you have and make the most of it.]**

Airdate: 11/24/2007

Time:

Duration: 30:00

### **VEGGIETALES**

### **RACK, SHACK, AND BENNY (VEG202)**

Bob and Larry receive a letter from Stacey who's afraid she'll lose her friendship if she doesn't give in to her friend's pressure to do something wrong. They help her by telling her the story of Rack, Shack and Benny who work at a chocolate factory. One day, their boss announces that they can eat as much chocolate as they want. The three friends control how much they eat after remembering their parents' advice about doing what's right, even if nobody else is doing it. When everyone but them gets sick, their boss rewards them with a promotion. Their loyalty is tested when he tells them to bow to a chocolate bunny and sing the bunny song. They refuse and are thrown into the furnace, but because they stand up for what's right against pressure, they're not burned. Their boss finally realizes he was wrong and apologizes for pressuring them.

**[Educational Message: If you stand up for what's right and refuse to give in to the pressure of doing something wrong, even if it's out of loyalty to someone important to you, you will be rewarded for it.]**

Airdate: 11/24/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **FOR CRYING OUT LOUD (JAD208)**

The knights are invited to join the royal hunt with the King. After seeing how scared the wild boar looks in his cage, Dragon asks Jane to stop the hunt. Jane reasons with Sir Theodore that the boar belongs in the wild, but to no avail. So, Jane and Dragon work together to prevent the others from finding the boar once it's released. Though they try to protect the boar, they realize how dangerous it is when it heads toward the open where the Queen is enjoying a picnic with her children. Jester distracts the boar with his hat until Jane and Dragon come to their rescue. After a brief confrontation, Dragon captures the boar under his paws. When the hunters reach the picnic in search of the boar, the children point them in a different direction. As the hunters leave, Jane and Dragon return the boar into the wild.

**[Educational Message: It is better to leave wild animals in the wild because they are untamed and they can be very dangerous to people.]**

Airdate: 12/01/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO AND THE BIG BAGEL BUNGLE (TWO110)**

On Morty's day to prepare brunch, he entrusts Jacob with the important job of "bagel-fetcher." Jacob sets out with bus fare, a shopping list, and a 90-minute deadline, but nothing goes right. He misses the bus, loses the list, and is intimidated by bullies. With help from Buford, Jacob reaches the bagel shop and fills the order, but on the way back, the bag of bagels ends up on the bumper of Ms. Sour Pickle's car, and the boys have to chase it down. Then Leo Louse gets hold of the bagels and takes them to Principal Greedyguts. The boys trick their way into the principal's house and distract him long enough to retrieve the bagels. With just five minutes to spare, the bullies show up and launch a snowball attack. Jacob distracts them with a magic trick and gets home just in time. Morty anoints him permanent bagel-fetcher.

**[Educational Message: When you're given a responsibility to do something important, make sure you persevere against obstacles and complete the task.]**

Airdate: 12/01/2007

Time:

Duration: 30:00

### **DRAGON**

#### **CAT'S BIRTHDAY (DRA209)**

Dragon wants to have a party for Cat's birthday. He asks his friends to help him with ideas for her party. Alligator suggests planning special "Cat things," like making up a "Cat song." Mail Mouse suggests making a fish cake for Cat—with sardines. Beaver thinks Cat would like a "Cat thingamabob." Ostrich thinks playing special "Cat games" would be fun. At home, Dragon wraps birthday presents for Cat. When Dragon's friends gather at his house for Cat's party, they sing a special birthday song for Cat, play some "Cat games," and bring out Cat's sardine cake. Cat doesn't seem interested in any of it. After the party is over, Cat finds a crumpled piece of wrapping paper and spends all day playing with it. Dragon realizes Cat's having more fun playing by herself with the paper than she had at the party, which she didn't really need, after all.

**[Educational Message: Pets don't need parties to enjoy their birthday. If you let them play in their own way, with the things they like, they'll have much more fun on their birthday.]**

### **DRAGON'S SONG (DRA209)**

When Dragon sees how good he is at making up songs, he decides to put on a show for his friends. He puts up a sign to advertise his show, and practices his songs in different places to see where he sounds better. He decides that an outdoor performance will be best. Then, he sets up the seating arrangement, a ticket booth, and a stage. The rest of the day is spent practicing for the show. On show day, Dragon dresses up and greets his friends outside his home. When it's time to perform, however, Dragon forgets the words to all his songs. Just as he begins to get nervous, he notices his friends' familiar faces in the audience and feels comforted. As his confidence returns, Dragon starts to remember the words to his songs and is able to sing all the songs he has planned for the show.

**[Educational Message: When you feel nervous about performing in front of an audience, try looking for familiar faces in the crowd. Seeing people you know can help you feel more confident and get rid of your nervousness so you can perform.]**

Airdate: 12/01/2007

Time:

Duration: 30:00

### **MY FRIEND RABBIT**

#### **A GIFT AT LAST (MFR105)**

When Rabbit and Mouse learn that it's Jasper's birthday, they decide to have a party for him and get him a special gift. They invite all their friends to the party and help them think of gift ideas. With their help, Hazel makes Jasper acorn mush with berries; Thunder makes Jasper a shade to use when he's fishing; and the Gobble Girls decide to do their dance for Jasper. After helping all their friends make their gifts, Rabbit and Mouse realize they're the only ones without a gift for Jasper. Hazel, Thunder and the Gobble Girls decide to help Rabbit and Mouse think of gift ideas just like they helped all of them. They finally realize that the party itself is Rabbit and Mouse's gift for Jasper. Mouse learns that even though it was difficult to think of gift ideas, the answer was right in front of them all along.

**[Educational Message: Sometimes, a great idea for a gift is right in front of you, but you don't see it because it's not in a package or it's not a thing. This is the gift of friendship and showing that you really care a lot for those close to you.]**

### **THE BIG TO DO (MFR105)**

When Hazel realizes she can't get a rare nut for her nut collection because she's got too many chores, Rabbit offers to do them for her. Mouse and the Gobble Girls are disappointed when they can't go swimming, but they remember that friends help one another and agree to help Hazel. As they read Hazel's list of chores, they realize she's not there to tell them how to do them. They finally decide to think and act like Hazel to get her work done. They begin by pretending to be squirrels to find her walnuts, which makes the job more interesting. With every chore, Rabbit finds a creative and unique way for them to enjoy themselves, as well. By the time Hazel returns, Rabbit and his friends have completed all her chores and had fun doing them. Mouse realizes they can make any job fun, as long as they try.

**[Educational Message: Chores are never fun to do, but if you use your creativity and some effort, you can find a way to make them interesting and have fun while you do them.]**

Airdate: 12/01/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **MORE IS MORE (PEN204)**

While Jason and Kevin overdose on comics and snacks, the others investigate the gravitational increase on Planet Gutt. Michelle visits the Chancellor with the others and finds him doing

everything to excess, like everyone else there. Michelle and Zidgel also end up falling into the cycle of glut, after seeing how many video games they can play. Back on the ship, Jason gets sick from eating too much. He reads the ingredients on the snack box, discovers it contains too much gravitational sugar, and he recalls Sol's advice about the dangers of gluttony. He realizes that the planet's increased gravity is a result of its excess weight because everyone has been eating too much of everything. With the Penguins' help, Jason warns everyone to stop overeating. Once they learn to say "enough" when they're full, gravity is restored and the planet is saved from being sucked into the vortex.

**[Educational Message: Excess of any kind is unhealthy and can even be dangerous, even if it's something that's good for you. You should do everything in moderation.]**

Airdate: 12/01/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **LARRYBOY AND THE FIB FROM OUTER SPACE (VEG203)**

Olivia asks Bob and Larry what to do when she tells a lie after breaking her grandmother's cookie jar. Bob helps her understand the dangers of lying through Junior's story. Junior accidentally breaks his father's plate and lies about it after meeting a fib from outer space. When his father notices the broken plate, Junior blames it on Laura, and notices the fib has grown bigger. He lies again when he learns that Laura got into trouble, and blames it on Lenny, which makes the fib grow more. His friends confront him, so Junior blames it on space aliens. The fib grows so big that it seizes Junior and begins destroying Bumblyburg. Larryboy, who's been searching for the alien, tries rescuing Junior and stopping the fib, but nothing works. It's only after he tells the truth that the fib returns to his normal size and goes back to space.

**[Educational Message: If you do something wrong, you need to be honest and face the consequences. When you lie about it, one lie turns into a web of lies, and you end up creating bigger problems than before.]**

Airdate: 12/01/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **THE LAST OF THE DRAGONSLAYERS (JAD209)**

While cleaning Sir Theodore's swords, Jane discovers a sword identical to her own in his trunk. She asks Sir Theodore for an explanation, but he reprimands her instead. To confirm whether the markings indicate that the swords belonged to dragonslayers, Jane tests her sword on Dragon's finger. When the sword cuts him, they realize it's a dragonslayer sword. Dragon concludes that both swords are dragonslayer swords, which makes Sir Theodore a dragonslayer. Upset, Dragon retreats to his cave and Jane determines to find the truth. Before she can, however, she sees Sir Theodore heading toward Dragon's cave. Thinking he may harm Dragon, Jane follows him. Upon reaching the cave, she finds Sir Theodore in a confrontation with Dragon. She stands up to Sir Theodore in Dragon's defense; but when she learns that Sir Theodore just wants Dragon's forgiveness for his dragonslayer forefathers, Jane convinces Dragon to accept Sir Theodore's apology.

**[Educational Message: When you see two friends in a disagreement, don't be afraid to defend what is right and help them make up and resolve their differences.]**



Airdate: 12/08/2007

Time:

Duration: 30:00

## **JACOB TWO-TWO**

### **JACOB TWO-TWO AND THE MOULDY MENACE (TWO113)**

Auntie Good-For-You arrives to baby-sit the kids. True to her name, she won't let them do anything that isn't good for them – no junk food, comics, Internet, or video games. Jacob can't even complete his science fair project because Auntie thinks it's unsanitary. Distracted at school, Jacob accidentally douses the Principal with Plaster-of-Paris and is sentenced to clean up toxic mould in the school basement. Some of it gets on his shoes, and Auntie throws them away. Jacob retrieves them and uses the mould for his science project. But, the stuff grows at an accelerated rate and develops an uncontrollable appetite. Despite how hard he tries to hide it, Auntie finally finds out. She teams up with Jacob to fight the mould, scaring it away with her horrendous bagpipe-playing. Jacob apologizes for the mess he caused and devises a new science project about the effects of bagpipes on household pests.

**[Educational Message: When an adult tells you something is unsanitary and it's time to throw it away, do what you're told. Mold can grow really fast, so if you see it on your food or your clothes, make sure the mold is treated so it will be eliminated.]**

Airdate: 12/08/2007

Time:

Duration: 30:00

## **DRAGON**

### **DRAGON BORROWS A HAMMER (DRA210)**

Dragon borrows Beaver's hammer to fix his stepladder, which he needs to reach the top of his cupboard where he thinks he's placed his badminton racket. Beaver reminds Dragon to return the hammer as soon as he's done. Worried that he'll forget to return Beaver's hammer, Dragon tries different ways to remind himself. He ties a string to his finger, then draws a picture of it, and draws another picture of an arrow pointing to the picture of his finger. The reminders help Dragon remember to return Beaver's hammer the next day, but he still feels he's forgotten something. He realizes he's forgotten to fix the stepladder. Not wanting to risk forgetting the hammer, Dragon asks Beaver to fix his stepladder for him. Dragon uses the stepladder to look for his racket on the cupboard, but finds that Ostrich had it all along because he forgot it at her house.

**[Educational Message: If you borrow something from someone, make sure to return it back to the person. If you think you'll forget, find a way to remind yourself of it.]**

### **DRAGON SOLVES A MYSTERY (DRA210)**

When Dragon notices footprints in his backyard, Beaver suggests that Dragon should try figuring out the mystery using clues like a detective does—using special detective tools. Dragon takes Beaver's advice and uses his broom to sweep up the leaves as he follows the footprints' trail. They lead him back to where he started, and he realizes the footprints are his own. Dragon decides to solve more mysteries. He first solves the mystery of Mail Mouse's heavy mailbag by figuring out that it's because of her heavy lunch pail. He suggests eating the lunch to lighten the load, so Mail Mouse shares her food with Dragon and finds that her mailbag is much lighter. Dragon, then, notices that Ostrich is missing from her store. Dragon solves the mystery by using the clues she's left behind and asking questions, which leads Dragon to Ostrich's home, where she's been all along.

**[Educational Message: You can solve mysteries, like detectives, by searching for clues using tools that will help you in your search and by asking lots of questions.]**

Airdate: 12/08/2007

Time:

Duration: 30:00

### **MY FRIEND RABBIT**

#### **HAZEL'S BIG SURPRISE (MFR104)**

After completing all her chores, Hazel realizes there's nothing left for her to do. She's even stacked all the acorns, which is what she enjoys most. Seeing how sad Hazel looks, Rabbit, Mouse and Thunder think of ways to cheer her up. Rabbit suggests giving Hazel a surprise visit from all her friends at her "hiding hole." They invite all her friends and ask them to do something special for Hazel. When Hazel returns home, she's surprised by all her friends and appreciates all the different things they do for her; but she still can't forget about the acorns. It's only when everyone joins Thunder in his new dance and they end up knocking over the acorns from the tree that Hazel feels happy, again. Hazel's mood is lifted by her friends' combined efforts to make her feel better, and her friends feel happy to have helped Hazel.

**[Educational Message: When you see your friend sad, you should make an effort to cheer him/her up. Sometimes, it may take a few tries and more than one person's efforts to help lift your friend's spirits.]**

#### **THE LAST LEAF (MFR104)**

Rabbit invents a new toy called the "snow-snapper," that he and his friends can use in the snow; but it's not winter yet. When he finds one last leaf that still hasn't fallen off the tree, he presumes that's why winter hasn't arrived. Rabbit decides to make the leaf fall, so it can snow. He and Mouse try different ways of making the leaf fall, but nothing works. In the process, however, they find many other uses for Rabbit's snow-snapper. They finally ask Hazel to climb the tree and pick the leaf in exchange for helping her gather all her nuts, with the snow-snapper. Just as Hazel prepares to pick the leaf off the tree, Jasper arrives and explains why picking the leaf won't make it snow. Rabbit suddenly realizes that they don't have to wait for winter to play with his snow-snapper, because it has many other uses.

**[Educational Message: Not every object needs to be used for only one purpose. If you think creatively, you may find there are many different ways to use the same object and it can serve many purposes.]**

Airdate: 12/08/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **LAZY DAZE (PEN203)**

Upset at Michelle for not loaning him money to buy what he wants, Jason complains about having to work. Following Jason's lead, Zidgel suggests they take the day off and picnic at Planet Rigel-13. On their way, they stop at Comet Lounge where Michelle tells Sol about Jason's aversion to hard work. Sol advises them to watch the ants closely and see how diligently they work. Upon reaching Rigel-13, the Penguins and the cadets find it a mess. After Fidgel and Michelle return to the ship for cleaning supplies, the others are attacked by giant ants. When Jason is confronted with the ants, he finally remembers Sol's words and understands that the ants are there to clean up the planet's mess because they are hard workers. He helps the ants clean up, apologizes to the Penguins for his laziness, and finishes all his chores when he returns home to Grandmum.

**[Educational Message: Laziness is never rewarded, but hard work has many rewards. So, when you want something, you must work for it diligently and with a strong effort.]**

Airdate: 12/08/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **ESTHER... THE GIRL WHO BECAME QUEEN (VEG204)**

Bob and Larry get a letter from Elise who doesn't know how to stand up to bullies when she tries doing what's right. Bob helps Elise understand that she can find the strength to stand up, just like Esther, who faces her bullies when they try to hurt her people. Despite being unhappy with her new role as Queen, Esther enters the King's good graces after she and her cousin, Mordecai, save the King's life. The King's right-hand man, Haman, fears Mordecai may jeopardize Haman's position with the King. So, he tricks the King into signing a law that banishes Mordecai and his people from the kingdom. Esther feels she lacks the courage to stand up to the King, but when the time nears for her people to leave, Esther not only finds the courage to do what's right, she also stands up to the King and exposes Haman's plot.

**[Educational Message: It takes courage to do what's right and stand up to those who are bigger than you; but you can find that strength you seek if you look deep inside yourself.]**

Airdate: 12/08/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **THE OFFER (JAD210)**

Dragon gets in the way of everything with his huge, hulking self. The castle staff finally admits to Jane that Dragon is quite a nuisance. Upset at her friends' admission, Jane tells them that she and Dragon will leave to another kingdom that has made an offer inviting them to move there. Though Jester suspects that the kingdom and the offer are made up, the others fall for Jane's story. While Jane is secretly convinced that her friends will beg her to stay back, her friends believe that she wants to leave with Dragon. Out of ideas, Jane and Dragon prepare to carry out their journey to the made-up kingdom. Dragon advises her to return back to everyone and confess that she made it all up, but Jane feels she cannot tell them that she lied. After the going-away party that her friends throw for her and Dragon, Jane sets off on Dragon for the made-up castle. But, when Gunther is accidentally buried under a pile of bricks they return to save him and Jane confesses that she lied.

**[Educational Message: You cannot make up a lie to test your friends' loyalty to you, just because you are upset at them for admitting how they feel about something.]**

Airdate: 12/15/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO'S TIME TRIALS (TWO115)**

Jacob is eager for his big brother, Daniel, to teach him how to be cool. Unfortunately, as they're bonding over Daniel's prized possession, a never-played, vintage 45 record of The Beatles' "I Want to Hold Your Hand," Jacob accidentally breaks it. Though Daniel seems to blame himself and writes off the incident, he clearly loses interest in hanging out with Jacob. Despondent, Jacob distracts himself by building a machine from a blueprint Mr. Dinglebat gives him. It turns out to be a time machine, enabling Jacob to go back and try to save Daniel's record. He tries several times, but he's never able to prevent the record from being destroyed. In fact, he usually just makes things worse – Daniel is injured a few times, and the house is even demolished. Finally, Jacob makes one last trip back and simply apologizes to Daniel and accepts the consequences of his mistake.

**[Educational Message: If you create an upset, give your explanation and say you're sorry before you try to do anything else to fix the problem. Usually, the more you cover-up a problem or try and get things back to the way they were, the worse the situation becomes.]**

Airdate: 12/15/2007

Time:

Duration: 30:00

## **DRAGON**

### **DRAGON'S SPRING CELEBRATION (DRA211)**

Dragon wakes up to find that it's stopped raining and it's not cold anymore. He realizes that winter has finally ended and it's springtime. Dragon goes outdoors with Cat to enjoy the warm weather and do some of the things he hasn't been able to do all winter. Alligator joins Dragon and they decide that the best way to enjoy the warm weather is to play all their games at once. This becomes too confusing, so they decide on playing one game at a time. Slowly, the rest of their friends join them. Dragon, Alligator, Mail Mouse, Beaver, and Ostrich enjoy their day by having sack races, playing hide and seek, flying kites, and playing catch together. Even though some of the games get confusing at times and some games become a little boring, Dragon realizes that it's not what you play but with whom you play that's more important.

**[Educational Message: The most important thing about playing with your friends is that you are together. It's not what you play, but being able to play together that counts.]**

### **THE BEST A DRAGON CAN BE (DRA211)**

Dragon notices that all his friends are the best at something. Alligator is the best at playing the bongo. Ostrich is the best at being a superhero. Beaver is the best at making things. Mail Mouse is the best at solving problems. Dragon's good at a lot of things, but he wants to be the best at something unique, too. He tries being the best at walking backwards, blowing up a balloon, being quiet, stacking up pots and pans, picking up things, and wiggling. He decides he'll be the best "wiggler." So, he practices doing things while wiggling; then invites his friends over to watch him. Dragon's friends agree that he's a great "wiggler," but he's the best at making them laugh and being their best friend. Dragon realizes that even though it's fun to be the best "wiggler," it means much more to him to be the best friend.

**[Educational Message: Being the best at something doesn't mean it has to be unique. Just be the best that you can be in whatever you do. Sometimes, it's more special to be a best friend to someone than to have a special skill.]**

Airdate: 12/15/2007

Time:

Duration: 30:00

## **MY FRIEND RABBIT**

### **SILLY PILLY (MFR106)**

Rabbit discovers a caterpillar on his head that Mouse names Pilly. He tries to get Pilly safely off his head, but nothing works. Hazel suggests maybe Pilly thinks Rabbit's ear is a tree branch. They try tricking Pilly into leaving Rabbit's ear, but that doesn't work either. Jasper tells them that if they wait for Pilly to grow up, they'll get a surprise. All of Rabbit's friends decide to help him take care of Pilly. They make him a soft bed, tell him a bedtime story, and sing him a song. Rabbit finally falls asleep and when he wakes up, he realizes Pilly's not on his head anymore. Jasper sees them searching for Pilly, so he shows them the chrysalis where Pilly is sleeping. He tells them that when Pilly comes out, he'll have a surprise for everyone. When the chrysalis breaks, they see him emerge as a butterfly.

**[Educational Message: We need to take care of living things because they should have a chance to be safe and grow. And, if you keep a caterpillar safe, it will create a chrysalis and then turn into a butterfly.]**

### **MUDDY PUDDLE (MFR106)**

Rabbit tries crossing the muddy river with Mouse, but he gets stuck. When they can't get out, Rabbit suggests making a mud-carrot. Seeing Rabbit and Mouse enjoy themselves, their other friends join them in the mud, but they also get stuck. They think of ways to get out, but nothing works. As they try different ways to get out of the mud, they end up having fun, as well. After all their ideas fail, they finally realize that Mouse is the only one who's not stuck in the mud. They find a way to get Mouse onshore to get help. While Mouse goes for help, the others splash around in the mud. Mouse returns with Edwina who uses a fallen tree trunk to get them out of the mud. Realizing how much fun they had, everyone joins Edwina in muddy water that's not so sticky. **[Educational Message: Even in difficult circumstances you can be resourceful, have fun, build on the ideas of others, and solve your problem.]**

Airdate: 12/15/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

### **GIVE AND LET GIVE (PEN205)**

Michelle refuses to share her cupcakes with Jason because she's upset with him. She learns her lesson when the Penguins are ordered to sort out a dispute between two warring groups on Planet Share-A-Like. On the planet, they learn that the Mingos and the Gnomes refuse to share the water flowing through a pump given to them by a mysterious "metal man." To aggravate matters, Cavitus—the metal man—turns the water off, and the Penguins are blamed and captured for it. Fidgel finally turns on the water, after the others escape, but Cavitus captures him. Seeing Fidgel tied to the hose, which is about to blow and wipe everyone out, reminds Michelle of the fortune cookie's advice about sharing. After apologizing to Jason for not sharing, Michelle works with him to stop the hose from exploding, and she helps the two factions make up by learning how to share.

**[Educational Message: Sharing what you have with others, especially those who are less fortunate, prevents conflict and helps you maintain good relationships with each other.]**

Airdate: 12/15/2007

Time:

Duration: 30:00

### **VEGGIETALES**

### **THE TOY THAT SAVED CHRISTMAS (VEG205)**

Bob and Larry receive Jodie's letter asking how she can add all the Christmas presents she wants to her list, in addition to the things already there. Bob explains the true meaning of Christmas with a story about the town that discovered Christmas through a toy. After watching commercials about the new toy, "Buzz-Saw Louie," the children insist on getting it. Then, they come across a "Buzz-Saw Louie," who has escaped the toy factory in search of the real meaning of Christmas. Louie and the children visit Grandpa George who tells them the story about the birth of Jesus and explains that Christmas is about giving, not receiving. They return to the factory and create a commercial telling everyone the truth about Christmas. When the factory owner finds out, he threatens them but realizes he's wrong and learns—along with the town—that Christmas is about giving, not just receiving.

**[Educational Message: Christmas isn't about getting more and more gifts, even though getting gifts feels good. The real meaning of Christmas is about giving to others rather than just receiving.]**

Airdate: 12/15/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **TESTS AND JESTS (JAD211)**

Jane is preparing for a "damsel in distress" test as a step in her apprenticeship to become a knight. She is anxious about it and worries that she might not pass, despite encouragement from her friends. In the meantime, the little Prince Cuthbert is making Pepper, the castle cook, a nervous wreck by taking food from the kitchen, causing spills, and otherwise ordering her around with impunity. Jane wants to help Pepper and in a moment of daring, proposes to the King that if she passes her test Cuthbert will have to work in the kitchen. If she fails she will renounce her knight's apprenticeship. After a little boost in encouragement from her friends, Jane aces the test, despite Cuthbert's efforts at sabotage. Jane proved that confidence is a big part of winning and the King sent his son to work without complaint in Pepper's kitchen.

**[Educational Message: If you believe in yourself and practice, you can accomplish whatever you set out to do.**

Airdate: 12/22/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO AND THE TAG TEAM TEMPEST (TWO119)**

After Renee enlists Jacob for a wrestling grudge match against Noah and Emma, she's surprised to learn that wrestling is more than just trash talk. Worried, Jacob seeks pointers from his wrestler friend Gary, aka The Hooded Fang. Gary's so busy that Jacob suggests he take a vacation. When the kids later hear that Gary has instead scheduled a big-ticket match against The Masked Monarch – a wrestler promoted by crooked Carl Fester King – they ask Gary about it. They're shocked to find him accepting money from King to throw the fight. Jacob is crushed until he receives a postcard from Gary who's on vacation. Clearly, King has hired someone to impersonate him. Jacob and Renee send Mr. Dinglebat off to find Gary, and then sneak into the match, challenge the Masked Monarch, and expose him as King in disguise. When Gary arrives, he trounces both King and his hired imposter.

**[Educational Message: When someone is trying to hurt another person by lying, have the courage to expose the liar and protect your friend's honor.]**

Airdate: 12/22/2007

Time:

Duration: 30:00

### **DRAGON**

#### **DRAGON MINDS HIS MANNERS (DRA212)**

Dragon doesn't mind his manners while eating the cabbage Mail Mouse presents to him. He doesn't wash his hands, eats too quickly with his mouth open, and doesn't excuse himself when he burps loudly. Mail Mouse offers to teach Dragon some manners, starting with saying "excuse me" when he burps. Back at Dragon's house, Mail Mouse teaches Dragon table manners before, during and after eating a meal. He also learns other manners like holding the door open for people and the proper etiquette when sneezing. After practicing his new manners, Dragon invites his friends over for dinner to show them how much he's learned. His friends seem to have worse manners than he does, so Dragon decides to teach them what he's learned from Mail Mouse. Dragon ends up mixing up his manners, but Mail Mouse is happy to see that Dragon is making the effort to mind his manners.

**[Educational Message: Good manners can be difficult to learn at first, but you should make the effort to learn them as a courtesy to yourself and the people around you. It will help everyone enjoy each other's company more.]**

#### **DRAGON'S NEW GAME (DRA212)**

No matter what games Dragon and Alligator play together, one of them always wins or loses. They decide to play a game that has no winning or losing, but every game they play ends up making one of them win or lose. Dragon and Alligator try modifying and removing some of the rules of the games to avoid winning and losing, but find that the games are not enjoyable anymore. Then they try removing all the rules, which makes the games even duller. Dragon finally realizes that games need rules to be fun and interesting. So, Dragon and Alligator invent a game called "Dralligator," which is a mixture of all their favorite games and has a lot of rules. They spend all day playing their challenging new game with their other friends without worrying about winning or losing, because they're too busy following all the rules.

**[Educational Message: Games need rules to be interesting and enjoyable, even if there aren't any winners or losers. If you're bored with a game, try changing some of the rules to make it more challenging for you.]**

Airdate: 12/22/2007

Time:

Duration: 30:00

#### **MY FRIEND RABBIT**

##### **A GIFT AT LAST (MFR105)**

When Rabbit and Mouse learn that it's Jasper's birthday, they decide to have a party for him and get him a special gift. They invite all their friends to the party and help them think of gift ideas. With their help, Hazel makes Jasper acorn mush with berries; Thunder makes Jasper a shade to use when he's fishing; and the Gobble Girls decide to do their dance for Jasper. After helping all their friends make their gifts, Rabbit and Mouse realize they're the only ones without a gift for Jasper. Hazel, Thunder and the Gobble Girls decide to help Rabbit and Mouse think of gift ideas just like they helped all of them. They finally realize that the party itself is Rabbit and Mouse's gift for Jasper. Mouse learns that even though it was difficult to think of gift ideas, the answer was right in front of them all along.

**[Educational Message: Sometimes, a great idea for a gift is right in front of you, but you don't see it because it's not in a package or it's not a thing. This is the gift of friendship and showing that you really care a lot for those close to you.]**

#### **THE BIG TO DO (MFR105)**

When Hazel realizes she can't get a rare nut for her nut collection because she's got too many chores, Rabbit offers to do them for her. Mouse and the Gobble Girls are disappointed when they can't go swimming, but they remember that friends help one another and agree to help Hazel. As they read Hazel's list of chores, they realize she's not there to tell them how to do them. They finally decide to think and act like Hazel to get her work done. They begin by pretending to be squirrels to find her walnuts, which makes the job more interesting. With every chore, Rabbit finds a creative and unique way for them to enjoy themselves, as well. By the time Hazel returns, Rabbit and his friends have completed all her chores and had fun doing them. Mouse realizes they can make any job fun, as long as they try.

**[Educational Message: Chores are never fun to do, but if you use your creativity and some effort, you can find a way to make them interesting and have fun while you do them.]**

Airdate: 12/22/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **MORE IS MORE (PEN204)**

While Jason and Kevin overdose on comics and snacks, the others investigate the gravitational increase on Planet Gutt. Michelle visits the Chancellor with the others and finds him doing everything to excess, like everyone else there. Michelle and Zidgel also end up falling into the cycle of glut, after seeing how many video games they can play. Back on the ship, Jason gets sick from eating too much. He reads the ingredients on the snack box, discovers it contains too much gravitational sugar, and he recalls Sol's advice about the dangers of gluttony. He realizes that the planet's increased gravity is a result of its excess weight because everyone has been eating too much of everything. With the Penguins' help, Jason warns everyone to stop overeating. Once they learn to say "enough" when they're full, gravity is restored and the planet is saved from being sucked into the vortex.

**[Educational Message: Excess of any kind is unhealthy and can even be dangerous, even if it's something that's good for you. You should do everything in moderation.]**

Airdate: 12/22/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **THE TOY THAT SAVED CHRISTMAS (VEG205)**

Bob and Larry receive Jodie's letter asking how she can add all the Christmas presents she wants to her list, in addition to the things already there. Bob explains the true meaning of Christmas with a story about the town that discovered Christmas through a toy. After watching commercials about the new toy, "Buzz-Saw Louie," the children insist on getting it. Then, they come across a "Buzz-Saw Louie," who has escaped the toy factory in search of the real meaning of Christmas. Louie and the children visit Grandpa George who tells them the story about the birth of Jesus and explains that Christmas is about giving, not receiving. They return to the factory and create a commercial telling everyone the truth about Christmas. When the factory owner finds out, he threatens them but realizes he's wrong and learns—along with the town—that Christmas is about giving, not just receiving.

**[Educational Message: Christmas isn't about getting more and more gifts, even though getting gifts feels good. The real meaning of Christmas is about giving to others rather than just receiving.]**

Airdate: 12/22/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **JESTER JUSTICE (JAD201)**

Sir Ivan catches Jester imitating him in public and challenges him to a duel for dishonoring him. Jane pleads Jester's case to Sir Theodore and requests that Jester be excused for his jokes. Sir Theodore refuses in accordance with the Knight's Code of Conduct, which allows Sir Ivan to defend his honor. He also reminds Jane that she cannot amuse herself at someone else's expense. While Jane vows to prepare Jester for the duel, Jester tries to get out of it—until he learns that the Knight's Code allows him to choose his own weapon. Jester decides to keep this knowledge to himself and rebuffs Jane's efforts to help him. On the day of the duel, Jester surprises everyone by choosing "wit" as his weapon. Though he outwits Sir Ivan through clever poetry and riddles, Jester apologizes to Sir Ivan for dishonoring him and lets Sir Ivan win.



**[Educational Message: You should never amuse yourself at someone else's expense. If you do, you should apologize to the one you've hurt with your jokes.]**

Airdate: 12/29/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO AND THE FURRY FELON (TWO123)**

It's Jacob's job to take out the trash, but he's constantly thwarted by "The Mangler," a raccoon who keeps raiding the garbage cans and creating a mess. After capturing Mangler in a cage trap, Jacob feels sorry for the animal and teams up with Buford to teach it how to survive in the wild without raiding garbage cans. Thinking they've succeeded, the boys set Mangler free. He soon returns, however, with a whole gang of raccoons that raid an entire grocery store. The police find the boys at the scene and assume they're the culprits. Seeing the boys in custody, Mangler and his gang commandeer the patrol car to rescue them. The boys make them stop the car, and the police capture the furry felons. Jacob is worried about Mangler's fate until he learns that Buford's Uncle Vern, an exterminator, is taking the raccoons to a nature preserve.

**[Educational Message: If you see a wild animal, remember it cannot be your pet. So, don't let them in your house or try to play with them.]**

Airdate: 12/29/2007

Time:

Duration: 30:00

### **DRAGON**

#### **DRAGON'S BAND (DRA213)**

Dragon listens to Alligator play the bongo and wonders if making music is as fun as listening to it. So, Dragon and Alligator decide to form a band. They ask Beaver, Mail Mouse and Ostrich to join them. Mail Mouse tells them that they need instruments, explaining that instruments are things people use to make music. When Mail Mouse shows them pictures of instruments, Dragon and his friends realize they don't have any themselves. So, Dragon suggests they make their own. Dragon tries finding objects resembling the instruments in the pictures for his friends. As he finds something for each of his friends to play, Dragon discovers that everyday things can be used to make sounds just like real musical instruments. Dragon and his friends are finally able to make music using empty bottles, a paper tube, a string tied to a broom and a bucket, and sticks.

**[Educational Message: Music can be found in everyday objects. So, if you don't have any your own instruments, try some of the things around you to see if they can be used as musical instruments.]**

#### **STAR-GAZING DRAGON (DRA213)**

When Dragon learns that Mail Mouse is sleepy during the day because she stayed up to see a comet with her telescope, he decides he wants to do the same. He tries staying up late like her, but staying up past his bedtime turns out more difficult than he thought. Dragon tries waiting on his bed, counting the hearts on his blanket, hiding his bed, setting alarm clocks all over his house, and even sleeping outside. Every night, however, Dragon falls asleep at bedtime. Dragon finally decides that he needs to get his sleep earlier in the day so that he doesn't feel sleepy at night. Dragon goes to bed after lunch, the next day, and wakes up to his alarm clock just in time to see the comet. When it's time to sleep again, Dragon uses all the ways he's learned to fall asleep to get back to sleep.

**[Educational Message: Sleep is very important. So, if you want to stay up past your bedtime for a special event, make sure you get enough sleep during the day.]**

Airdate: 12/29/2007

Time:

Duration: 30:00

### **MY FRIEND RABBIT**

#### **SILLY PILLY (MFR106)**

Rabbit discovers a caterpillar on his head that Mouse names Pilly. He tries to get Pilly safely off his head, but nothing works. Hazel suggests maybe Pilly thinks Rabbit's ear is a tree branch. They try tricking Pilly into leaving Rabbit's ear, but that doesn't work either. Jasper tells them that if they wait for Pilly to grow up, they'll get a surprise. All of Rabbit's friends decide to help him take care of Pilly. They make him a soft bed, tell him a bedtime story, and sing him a song. Rabbit finally falls asleep and when he wakes up, he realizes Pilly's not on his head anymore. Jasper sees them searching for Pilly, so he shows them the chrysalis where Pilly is sleeping. He tells them that when Pilly comes out, he'll have a surprise for everyone. When the chrysalis breaks, they see him emerge as a butterfly.

**[Educational Message: We need to take care of living things because they should have a chance to be safe and grow. And, if you keep a caterpillar safe, it will create a chrysalis and then turn into a butterfly.]**

#### **MUDDY PUDDLE (MFR106)**

Rabbit tries crossing the muddy river with Mouse, but he gets stuck. When they can't get out, Rabbit suggests making a mud-carrot. Seeing Rabbit and Mouse enjoy themselves, their other friends join them in the mud, but they also get stuck. They think of ways to get out, but nothing works. As they try different ways to get out of the mud, they end up having fun, as well. After all their ideas fail, they finally realize that Mouse is the only one who's not stuck in the mud. They find a way to get Mouse onshore to get help. While Mouse goes for help, the others splash around in the mud. Mouse returns with Edwina who uses a fallen tree trunk to get them out of the mud. Realizing how much fun they had, everyone joins Edwina in muddy water that's not so sticky.

**[Educational Message: Even in difficult circumstances you can be resourceful, have fun, build on the ideas of others, and solve your problem.]**

Airdate: 12/29/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS!**

#### **GIVE AND LET GIVE (PEN205)**

Michelle refuses to share her cupcakes with Jason because she's upset with him. She learns her lesson when the Penguins are ordered to sort out a dispute between two warring groups on Planet Share-A-Like. On the planet, they learn that the Mingos and the Gnomes refuse to share the water flowing through a pump given to them by a mysterious "metal man." To aggravate matters, Cavitus—the metal man—turns the water off, and the Penguins are blamed and captured for it. Fidget finally turns on the water, after the others escape, but Cavitus captures him. Seeing Fidget tied to the hose, which is about to blow and wipe everyone out, reminds Michelle of the fortune cookie's advice about sharing. After apologizing to Jason for not sharing, Michelle works with him to stop the hose from exploding, and she helps the two factions make up by learning how to share.

**[Educational Message: Sharing what you have with others, especially those who are less fortunate, prevents conflict and helps you maintain good relationships with each other.]**

Airdate: 12/29/2007

Time:

Duration: 30:00

## **VEGGIETALES**

### **LARRYBOY AND THE RUMOR WEED (VEG206)**

Bob and Larry get a letter from Catherine who doesn't know what to do after a rumor she unwittingly started about her friend spreads everywhere. Bob helps Catherine understand the dangers of rumor-mongering through a story about Larryboy's butler, Alfred, who's also the victim of a false rumor. When Junior and Laura hear Alfred's comment about recharging his batteries, they conclude he's a robot and share the gossip with the rumor weed, which feeds off rumors. The more the rumor spreads, the more the weed grows in size and number. Larryboy and Alfred discover the root of the problem—a giant mother weed connected to the others and the rumor about Alfred—but are unable to destroy either. Junior's dad finally discovers the truth and makes Junior and Laura stop and clarify the rumor, saving Alfred and Bumblyburg from the rumor weeds.

**[Educational Message: Spreading rumors can create a lot of unnecessary problems for everyone, so be careful when you repeat something you hear, because it may not be entirely true.]**

Airdate: 12/29/2007

Time:

Duration: 30:00

## **JANE AND THE DRAGON**

### **ALL FOOL'S DAY (JAD202)**

After Dragon owns up to the pranks he's been playing, Jane suspects Jester is plotting something bigger for All Fool's Day. When Dragon asks Jane to help him play a good trick, Jane decides to plan something to outsmart Jester. Jane and Dragon pretend to figure out the symbols on the dragon stones. They tell everyone that a dragon migration is heading toward them. Jester is not convinced. Dragon covers himself in berry juice and makes up a chant and dance to welcome the migration. Jane joins in and the others follow. After awhile, Jester discovers he's the only one doing the chant and dance, and seems to realize it's a harmless All Fool's Day joke. When Jane returns to her room later with Jester's juggling stones, she notices they form the pattern of his hat. Jane realizes that Jester made a fool of everyone by pretending to be fooled.

**[Educational Message: There's nothing wrong with joking with people as long as everyone is included in the joke and nobody gets hurt.]**

**OTHER PROGRAMMING FURNISHED BY THE NBC NETWORK THAT CONTRIBUTES,  
AS PART OF NBC'S OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND  
INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER**

**October-December 2007**

**THERE WAS NO OTHER PROGRAMMING FOR 4th QUARTER 2007 THAT  
CONTRIBUTED, AS PART OF NBC'S OVERALL PROGRAMMING, TO SERVE THE  
EDUCATION AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER.**

**NETWORK PUBLIC SERVICE SCHEDULE, OCTOBER 2007**  
**(PSAs Targeted to Children 16 and Under)**

<b><u>DATE</u></b>	<b><u>PROGRAM</u></b>	<b><u>ORGANIZATION</u></b>	<b><u>SPOT I.D.</u></b>	<b><u>LENGTH</u></b>
10/06	Postman Pat	TMYK/Self-Esteem	ZNBC6149	:10
10/06	Dragon	TMYK/Internet Safety	ZNBC6113	:10
10/06	My Friend Rabbit	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
10/06	3-2-1 Penguins!	TMYK/Environment	ZNBC6150	:10
10/06	Veggie Tales	TMYK/Self-Esteem	ZNBC6102	:10
10/06	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6138	:10
10/09	The Biggest Loser	TMYK/Smoking	ZNBC6116	:10
10/13	Postman Pat	TMYK/Self-Esteem	ZNBC6122	:10
10/13	Dragon	TMYK/Environment	ZNBC6150	:10
10/13	My Friend Rabbit	TMYK/Internet Safety	ZNBC6113	:10
10/13	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC6138	:10
10/13	Veggie Tales	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
10/13	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6127	:10
10/19	Deal or No Deal	TMYK/Environment	ZNBC6110	:10
10/20	Postman Pat	TMYK/Self-Esteem	ZNBC6102	:10
10/20	Dragon	TMYK/Environment	ZNBC6150	:10
10/20	My Friend Rabbit	TMYK/Self-Esteem	ZNBC6127	:10
10/20	Veggie Tales	TMYK/Internet Safety	ZNBC6113	:10
10/20	3-2-1 Penguins!	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
10/20	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6149	:10
10/20	Bionic Woman	TMYK/Global Warming	ZNBC6112	:10
10/23	The Biggest Loser	TMYK/Self-Esteem	ZNBC6102	:10
10/27	Postman Pat	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
10/27	Dragon	TMYK/Self-Esteem	ZNBC6149	:10
10/27	My Friend Rabbit	TMYK/Internet Safety	ZNBC6113	:10
10/27	3-2-1 Penguins!	TMYK/Environment	ZNBC6150	:10
10/27	Veggie Tales	TMYK/Self-Esteem	ZNBC6122	:10
10/27	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6138	:10
10/30	The Biggest Loser	TMYK/Global Warming	ZNBC6112	:10

**NETWORK PUBLIC SERVICE SCHEDULE, NOVEMBER 2007**  
**(PSAs Targeted to Children 16 and Under)**

<b><u>DATE</u></b>	<b><u>PROGRAM</u></b>	<b><u>ORGANIZATION</u></b>	<b><u>SPOT I.D.</u></b>	<b><u>LENGTH</u></b>
11/03	Jacob Two - Two	TMYK/Environment	ZNBC6150	:10
11/03	Dragon	TMYK/Self-Esteem	ZNBC6149	:10
11/03	My Friend Rabbit	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
11/03	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC6138	:10
11/03	Veggie Tales	TMYK/Self-Esteem	ZNBC6122	:10
11/03	Jane and the Dragon	TMYK/Internet Safety	ZNBC6113	:10
11/03	Chuck	TMYK/Smoking	ZNBC6116	:10
11/10	Jacob Two - Two	TMYK/Self-Esteem	ZNBC6102	:10
11/10	Dragon	TMYK/Self-Esteem	ZNBC6127	:10
11/10	My Friend Rabbit	TMYK/Environment	ZNBC6150	:10
11/10	3-2-1 Penguins!	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
11/10	Veggie Tales	TMYK/Internet Safety	ZNBC6113	:10
11/10	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6149	:10
11/17	Jacob Two - Two	TMYK/Environment	ZNBC6150	:10
11/17	Dragon	TMYK/Self-Esteem	ZNBC6138	:10
11/17	My Friend Rabbit	TMYK/Self-Esteem	ZNBC6102	:10
11/17	3-2-1 Penguins!	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
11/17	Veggie Tales	TMYK/Internet Safety	ZNBC6113	:10
11/17	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6149	:10
11/22	Thanksgiving Movie 2PM	TMYK/Volunteerism	ZNBC6115	:10
11/24	Jacob Two - Two	TMYK/Self-Esteem	ZNBC6102	:10
11/24	Dragon	TMYK/Self-Esteem	ZNBC6122	:10
11/24	My Friend Rabbit	TMYK/Environment	ZNBC6150	:10
11/24	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC6127	:10
11/24	Veggie Tales	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
11/24	Jane and the Dragon	TMYK/Internet Safety	ZNBC6113	:10
11/30	Deal or No Deal	TMYK/Global Warming	ZNBC6112	:10

**NETWORK PUBLIC SERVICE SCHEDULE, DECEMBER 2007**  
**(PSAs Targeted to Children 16 and Under)**

<b><u>DATE</u></b>	<b><u>PROGRAM</u></b>	<b><u>ORGANIZATION</u></b>	<b><u>SPOT I.D.</u></b>	<b><u>LENGTH</u></b>
12/01	Jacob Two - Two	TMYK/Internet Safety	ZNBC6113	:10
12/01	Dragon	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
12/01	My Friend Rabbit	TMYK/Self-Esteem	ZNBC6127	:10
12/01	3-2-1 Penguins!	TMYK/Environment	ZNBC6150	:10
12/01	Veggie Tales	TMYK/Self-Esteem	ZNBC6122	:10
12/01	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6102	:10
12/01	Radio City Special	TMYK/Self-Esteem	ZNBC6102	:10
12/04	The Biggest Loser	TMYK/Environment	ZNBC6110	:10
12/08	Jacob Two - Two	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
12/08	Dragon	TMYK/Self-Esteem	ZNBC6149	:10
12/08	My Friend Rabbit	TMYK/Internet Safety	ZNBC6113	:10
12/08	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC6138	:10
12/08	Veggie Tales	TMYK/Self-Esteem	ZNBC6102	:10
12/08	Jane and the Dragon	TMYK/Environment	ZNBC6150	:10
12/08	SNL Special 9:30PM	TMYK/Environment	ZNBC6110	:10
12/11	Deal or No Deal	TMYK/Global Warming	ZNBC6112	:10
12/15	Jacob Two - Two	TMYK/Self-Esteem	ZNBC6138	:10
12/15	Dragon	TMYK/Self-Esteem	ZNBC6149	:10
12/15	My Friend Rabbit	TMYK/Environment	ZNBC6150	:10
12/15	3-2-1 Penguins!	TMYK/Internet Safety	ZNBC6113	:10
12/15	Veggie Tales	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
12/15	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6102	:10
12/15	SNL Special 8PM	TMYK/Drinking and Driving	ZNBC6142	:10
12/15	SNL Special 9:30PM	TMYK/Self-Esteem	ZNBC6102	:10
12/22	Jacob Two - Two	TMYK/Self-Esteem	ZNBC6122	:10
12/22	Dragon	TMYK/Self-Esteem	ZNBC6127	:10
12/22	My Friend Rabbit	TMYK/Internet Safety	ZNBC6113	:10
12/22	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC6102	:10

12/22	Veggie Tales	TMYK/Environment	ZNBC6150	:10
12/22	Jane and the Dragon	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
12/22	SNL Special 9:30PM	TMYK/Environment	ZNBC6110	:10
12/25	Deal or No Deal	TMYK/Volunteerism	ZNBC6104	:10
12/28	The Singing Bee	TMYK/Self-Esteem	ZNBC6102	:10
12/29	Jacob Two - Two	TMYK/Environment	ZNBC6150	:10
12/29	Dragon	TMYK/Self-Esteem	ZNBC6102	:10
12/29	My Friend Rabbit	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
12/29	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC6138	:10
12/29	Veggie Tales	TMYK/Environment	ZNBC6150	:10
12/29	Jane and the Dragon	TMYK/Internet Safety	ZNBC6113	:10



## **NBC NETWORK NON-BROADCAST EFFORTS**

**October – December 2007**

### **THE MORE YOU KNOW WEBSITE**

"The More You Know's" comprehensive website ([themoreyouknow.com](http://themoreyouknow.com)) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed.

# **Qubo On-Air Schedule from 10/01/2007 to 12/31/2007**

Day	Part	Air Date	Time	Network	Show Title	Promo Id	Promo Title	Type	Hit Time
FRI	P	10/05/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:17PM
FRI	P	10/05/2007	09:00PM	NBC	FRIDAY NIGHT	010GD29QUB110	QUBO	Promo	09:18PM
FRI	P	10/12/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:13PM
FRI	P	10/19/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:19PM
FRI	P	10/26/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:20PM
FRI	P	11/02/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:11PM
FRI	P	11/02/2007	09:00PM	NBC	FRIDAY NIGHT	010GD29QUB110	QUBO	Promo	09:06PM
FRI	P	11/09/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:10PM
FRI	P	11/09/2007	09:00PM	NBC	FRIDAY NIGHT	010GD29QUB110	QUBO	Promo	09:41PM
FRI	P	11/16/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:10PM
FRI	P	11/16/2007	09:00PM	NBC	FRIDAY NIGHT	010GD29QUB110	QUBO	Promo	09:06PM
FRI	P	11/23/2007	08:00PM	NBC	NBC MOVIE OF THE WEEK	010GD29QUB110	QUBO	Promo	08:44PM
FRI	P	11/23/2007	08:00PM	NBC	NBC MOVIE OF THE WEEK	010GD29QUB110	QUBO	Promo	10:06PM
FRI	P	11/30/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:13PM
FRI	P	11/30/2007	09:00PM	NBC	FRIDAY NIGHT	010GD29QUB110	QUBO	Promo	09:07PM
FRI	P	12/07/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:10PM
FRI	P	12/14/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	08:51PM
FRI	P	12/14/2007	08:00PM	NBC	DEAL/ NO DEAL	010GD29QUB110	QUBO	Promo	09:44PM
FRI	P	12/21/2007	08:00PM	NBC	BEE	010GD29QUB110	QUBO	Promo	08:14PM
FRI	P	12/21/2007	08:30PM	NBC	BEE	010GD29QUB110	QUBO	Promo	08:31PM

**NON-COMMERCIAL INTERSTITIALS AIRED BETWEEN SEPTEMBER 30-DECEMBER 30,  
2007**

No Non-Commercial Interstitials were aired in this period.

Weather Plus University Episode Grid 2007					
Episode #'s	Air Date	First Air	Re-Air	Pre-empted	Reason
Episode 118-07	6-Oct	1p			
Episode 118-07	6-Oct		3p		
Episode 119-07	6-Oct	5p			
Episode 119-07	7-Oct		1p		
Episode 120-07	7-Oct	3p			
Episode 120-07	7-Oct		5p		
Episode 121-07	13-Oct	1p			
Episode 121-07	13-Oct		3p		
Episode 122-07	13-Oct	5p			
Episode 122-07	14-Oct		1p		
Episode 123-07	14-Oct	3p			
Episode 123-07	14-Oct		5p		
Episode 124-07	20-Oct	1p			
Episode 124-07	20-Oct		3p		
Episode 125-07	20-Oct	5p			
Episode 125-07	21-Oct		1p		
Episode 126-07	21-Oct	3p			
Episode 126-07	21-Oct		5p		
Episode 127-07	27-Oct	1p			
Episode 127-07	27-Oct		3p		
Episode 128-07	27-Oct	5p			
Episode 128-07	28-Oct		1p		
Episode 129-07	28-Oct	3p			
Episode 129-07	28-Oct		5p		

Weather Plus University Episode Grid 2007					
Episode #'s	Air Date	First Air	Re-Air	Pre-empted	Reason
Episode 130-07	3-Nov	1p			
Episode 130-07	3-Nov		3p		
Episode 131-07	3-Nov	5p			
Episode 131-07	4-Nov		1p		
Episode 132-07	4-Nov	3p			
Episode 132-07	4-Nov		5p		
Episode 133-07	10-Nov	1p			
Episode 133-07	10-Nov		3p		
Episode 134-07	10-Nov	5p			
Episode 134-07	11-Nov		1p		
Episode 135-07	11-Nov	3p			
Episode 135-07	11-Nov		5p		
Episode 136-07	17-Nov	1p			
Episode 136-07	17-Nov		3p		
Episode 137-07	17-Nov	5p			
Episode 137-07	18-Nov		1p		
Episode 138-07	18-Nov	3p			
Episode 138-07	18-Nov		5p		
Episode 139-07	24-Nov	1p			
Episode 139-07	24-Nov		3p		
Episode 140-07	24-Nov	5p			
Episode 140-07	25-Nov		1p		
Episode 141-07	25-Nov	3p			
Episode 141-07	25-Nov		5p		

Weather Plus University Episode Grid 2007					
Episode #'s	Air Date	First Air	Re-Air	Pre-empted	Reason
Episode 142-07	1-Dec	1p			
Episode 142-07	1-Dec		3p		
Episode 143-07	1-Dec	5p			
Episode 143-07	2-Dec		1p		
Episode 144-07	2-Dec	3p			
Episode 144-07	2-Dec		5p		
Episode 145-07	8-Dec	1p			
Episode 145-07	8-Dec		3p		
Episode 146-07	8-Dec	5p			
Episode 146-07	9-Dec		1p		
Episode 147-07	9-Dec	3p			
Episode 147-07	9-Dec		5p		
Episode 148-07	15-Dec	1p			
Episode 148-07	15-Dec		3p		
Episode 149-07	15-Dec	5p			
Episode 149-07	16-Dec		1p		
Episode 150-07	16-Dec	3p			
Episode 150-07	16-Dec		5p		
Episode 151-07	22-Dec	1p			
Episode 151-07	22-Dec		3p		
Episode 152-07	22-Dec	5p			
Episode 152-07	23-Dec		1p		
Episode 153-07	23-Dec	3p			
Episode 153-07	23-Dec		5p		
<b>Episode 154-07</b>	<b>29-Dec</b>	<b>1p</b>			
<b>Episode 154-07</b>	<b>29-Dec</b>		<b>3p</b>		
<b>Episode 155-07</b>	<b>29-Dec</b>	<b>5p</b>			
<b>Episode 155-07</b>	<b>30-Dec</b>		<b>1p</b>		
Episode 156-07	30-Dec	3p			
Episode 156-07	30-Dec		5p		

**KVBC LAS VEGAS**  
**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE**  
**THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 4 AND 8**  
**CORE PROGRAMMING FOR 4th QUARTER 2007**  
**(NBC)**

LISTED BY DATE

AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
<b>WEEK 1</b>				
Saturday, October 6	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, October 6	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, October 6	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, October 6	15:00 to 15:30	30:00	POSTMAN PAT	
Saturday, October 6	15:30 to 16:00	30:00	DRAGON	
Saturday, October 6	16:00 to 16:30	30:00	MY FRIEND RABBIT	

<b>WEEK 2</b>				
Saturday, October 13	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, October 13	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, October 13	16:00	00:00	MY FRIEND RABBIT	Did not air due to Notre Dame Football overturn.
Sunday, October 14	10:30 to 11:00	30:00	POSTMAN PAT	rescheduled from 10/13
Sunday, October 14	11:00 to 11:30	30:00	DRAGON	rescheduled from 10/13
Sunday, October 14	15:00 to 15:30	30:00	JANE & THE DRAGON	rescheduled from 10/13

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**(NBC)**

LISTED BY DATE

AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
<b>WEEK 3</b>				
Saturday, October 20	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, October 20	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, October 20	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, October 20	16:14 to 16:30	16:00	MY FRIEND RABBIT	Joined in progress due to Notre Dame Football overrun.
Sunday, October 21	10:30 to 11:00	30:00	POSTMAN PAT	rescheduled from 10/20
Sunday, October 21	11:00 to 11:30	30:00	DRAGON	rescheduled from 10/20

<b>WEEK 4</b>				
Saturday, October 27	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, October 27	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, October 27	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, October 27	15:00 to 15:30	30:00	POSTMAN PAT	
Saturday, October 27	15:30 to 16:00	30:00	DRAGON	
Saturday, October 27	16:00 to 16:30	30:00	MY FRIEND RABBIT	



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**(NBC)**

LISTED BY DATE

AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
Saturday, November 3	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, November 3	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, November 3	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, November 3	15:00		JACOB TWO-TWO	Did not air due to Notre Dame Football overrun.
Saturday, November 3	15:49 to 16:00	11:00	DRAGON	Joined in progress due to Notre Dame Football overrun.
Saturday, November 3	16:00 to 16:30	30:00	MY FRIEND RABBIT	

<b>WEEK 6</b>				
Saturday, November 10	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, November 10	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, November 10	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, November 10	15:00		JACOB TWO-TWO	Did not air due to Notre Dame Football overrun.
Saturday, November 10	15:30 to 16:00	30:00	DRAGON	
Saturday, November 10	16:00 to 16:30	30:00	MY FRIEND RABBIT	

**KVBC LAS VEGAS**  
**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE**  
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**(NBC)**

LISTED BY DATE

AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
Saturday, November 17	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, November 17	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, November 17	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, November 17	15:00		JACOB TWO-TWO	Did not air due to Notre Dame Football overrun.
Saturday, November 17	15:30 to 16:00	30:00	DRAGON	
Saturday, November 17	16:00 to 16:30	30:00	MY FRIEND RABBIT	

<b>WEEK 8</b>				
Saturday, November 24	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, November 24	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, November 24	15:00 to 15:30	30:00	JACOB TWO-TWO	
Saturday, November 24	15:30 to 16:00	30:00	DRAGON	
Saturday, November 24	16:00 to 16:30	30:00	MY FRIEND RABBIT	
Sunday, November 25	10:30 to 11:00	30:00	JANE & THE DRAGON	rescheduled from 11/24

**KVBC LAS VEGAS**  
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**(NBC)**

LISTED BY DATE

AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
Saturday, December 1	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, December 1	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, December 1	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, December 1	15:00 to 15:30	30:00	JACOB TWO-TWO	
Saturday, December 1	15:30 to 16:00	30:00	DRAGON	
Saturday, December 1	16:00 to 16:30	30:00	MY FRIEND RABBIT	

**WEEK 9**

Saturday, December 8	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, December 8	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, December 8	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, December 8	15:00 to 15:30	30:00	JACOB TWO-TWO	
Saturday, December 8	15:30 to 16:00	30:00	DRAGON	
Saturday, December 8	16:00 to 16:30	30:00	MY FRIEND RABBIT	

**WEEK 10**

**KVBC LAS VEGAS**  
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**CORE PROGRAMMING FOR 4th QUARTER 2007**  
**(NBC)**

LISTED BY DATE

AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
Saturday, December 15	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, December 15	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, December 15	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, December 15	15:03 to 15:30	27:00	JACOB TWO-TWO	Joined in progress due to golf overrun.
Saturday, December 15	15:30 to 16:00	30:00	DRAGON	
Saturday, December 15	16:00 to 16:30	30:00	MY FRIEND RABBIT	

<b>WEEK 11</b>				
Saturday, December 22	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, December 22	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, December 22	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, December 22	15:00 to 15:30	30:00	JACOB TWO-TWO	
Saturday, December 22	15:30 to 16:00	30:00	DRAGON	
Saturday, December 22	16:00 to 16:30	30:00	MY FRIEND RABBIT	

**KVBC LAS VEGAS**  
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**(NBC)**

LISTED BY DATE

AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
Saturday, December 29	9:30 to 10:00	30:00	3-2-1 PENGUINS!	
Saturday, December 29	10:00 to 10:30	30:00	VEGGIE TALES	
Saturday, December 29	10:30 to 11:00	30:00	JANE & THE DRAGON	
Saturday, December 29	15:00 to 15:30	30:00	JACOB TWO-TWO	
Saturday, December 29	15:30 to 16:00	30:00	DRAGON	
Saturday, December 29	16:00 to 16:30	30:00	MY FRIEND RABBIT	

WEEK 13

**KVBC LAS VEGAS**  
**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE**  
**THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER**  
**CORE PROGRAMMING FOR 4th QUARTER 2007**  
**(SYNDICATED)**

LISTED BY DATE

	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 1	Saturday, October 6	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2281 "What's Up Down Under"	
WEEK 2	Saturday, October 13	16:43 to 17:00	17:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2280 "Cold Blooded Cousins"	Joined in progress due to Notre Dame Football overrun.
WEEK 3	Saturday, October 20	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2279 "Tops in the Animal World"	
WEEK 4	Saturday, October 27	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2278 "In the Presence of Great Apes"	
WEEK 5	Saturday, November 3	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2277 "Where the Bears Are"	
WEEK 6	Saturday, November 10	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2276 "Thorny Devils, Camels and 'Dinky'"	
WEEK 7	Saturday, November 17	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2275 "Deadly Snakes in the Grass"	
WEEK 8	Saturday, November 24	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2274 "Along the Island Coast"	
WEEK 9	Saturday, December 1	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2273 "Australia Quolling"	
WEEK 10	Saturday, December 8	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2272 "Cruis'n with Crocs"	

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**CORE PROGRAMMING FOR 4th QUARTER 2007**  
**(SYNDICATED)**

LISTED BY DATE

	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 11	Saturday, December 15	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2271 "Crocodylus, Kakadu and Hope"	
WEEK 12	Saturday, December 22	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2270 "Kangaroo or Koala Island"	
WEEK 13	Saturday, December 29	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2269 "Bite Out of Crime"	

**KVBC LAS VEGAS  
NON-CORE PROGRAMMING FOR 4th QUARTER 2007  
(SYNDICATED)**

LISTED BY DATE

	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 1	Saturday, October 6	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2249 "Klein's Camp"	
	Saturday, October 6	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-538	
WEEK 2	Saturday, October 13	3:30 to 4:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2248 "Lewa Conservancy"	
	Saturday, October 13	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-742	
WEEK 3	Saturday, October 20	3:30 to 4:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2279 "Tops in the Animal World"	
	Saturday, October 20	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2247 "Grunetti River Camp"	
	Saturday, October 20	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-743	
WEEK 4	Saturday, October 27	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2246 "Laikipia Predator Project"	
	Saturday, October 27	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-744	



**KVBC LAS VEGAS  
NON-CORE PROGRAMMING FOR 4th QUARTER 2007  
(SYNDICATED)**

LISTED BY DATE

	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 5	Saturday, November 3	3:30 to 4:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2277 "Where the Bears Are"	
	Saturday, November 3	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2245 "Sweetwater Sanctuary"	
	Saturday, November 3	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-745	
WEEK 6	Saturday, November 10	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2244 "Backyard Habitat"	
	Saturday, November 10	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-752	
WEEK 7	Saturday, November 17	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2243 "Vulies, Wild Dogs and Cheetah"	
	Saturday, November 17	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-753	
WEEK 8	Saturday, November 24	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2242 "Rhino Capture"	
	Saturday, November 24	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-754	

**KVBC LAS VEGAS  
NON-CORE PROGRAMMING FOR 4th QUARTER 2007  
(SYNDICATED)**

LISTED BY DATE

	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 9	Saturday, December 1	3:30 to 4:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2241 "Reptile City"	
	Saturday, December 1	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-755	
	Saturday, December 8	3:30 to 4:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2272 "Cruis'n with Crocs"	
WEEK 10	Saturday, December 8	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2240 "Skeleton Coast"	
	Saturday, December 8	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-756	
	Sunday, December 9	15:00 to 15:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2240 "Skeleton Coast"	
WEEK 11	Saturday, December 15	3:30 to 4:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2284 "More Than Companions"	
	Saturday, December 15	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-757	
	Saturday, December 22	3:30 to 4:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2283 "Saving the Wild"	
WEEK 12	Saturday, December 22	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-758	
	Sunday, December 23	15:00 to 15:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2283 "Saving the Wild"	

**KVBC LAS VEGAS  
NON-CORE PROGRAMMING FOR 4th QUARTER 2007  
(SYNDICATED)**

**LISTED BY DATE**

	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 13	Monday, December 24	3:32 to 4:30	58:00	ANIMAL RESCUE SPECIAL	EPISODE #A-539	Joined in progress due to Xmas Mass overrun earlier in the evening.
	Saturday, December 29	3:30 to 4:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2282 "Great African Safaris: Botswana"	
	Saturday, December 29	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-759	
	Sunday, December 30	15:00 to 15:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2282 "Great African Safaris: Botswana"	

**KVBC LAS VEGAS**  
**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE**  
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**CHILDREN BETWEEN 4 AND 8**

**CORE PROGRAMMING FORECAST FOR 1st QUARTER 2008**

<b>3-2-1 PENGUINS!</b>	<b>0930-1000</b>	<b>Saturdays</b>
1/5, 1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/1, 3/8, 3/15, 3/22, 3/29		

<b>VEGGIE TALES</b>	<b>1000-1030</b>	<b>Saturdays</b>
1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/8, 3/15, 3/22, 3/29		
1500-1530 on Sunday, 1/6, 3/2		

<b>JANE AND THE DRAGON</b>	<b>1030-1100</b>	<b>Saturdays</b>
1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/8, 3/15, 3/22, 3/29		
1530-1600 on Sunday, 1/6, 3/2		

<b>JACOB TWO-TWO</b>	<b>1500-1530</b>	<b>Saturdays</b>
1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/1, 3/8, 3/15, 3/22, 3/29		
1030-1100 on Sunday, 1/6		

<b>DRAGON</b>	<b>1530-1600</b>	<b>Saturdays</b>
1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/1, 3/8, 3/15, 3/22, 3/29		
1100-1130 on Sunday, 1/6		

<b>MY FRIEND RABBIT</b>	<b>1600-1630</b>	<b>Saturdays</b>
1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/1, 3/8, 3/15, 3/22, 3/29		
1130-1200 on Sunday, 1/6		

**KVBC LAS VEGAS  
PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE  
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CHILDREN BETWEEN 13 AND 16**

**CORE PROGRAMMING FORECAST FOR 1st QUARTER 2008**

<b><u>JACK HANNA'S ANIMAL ADVENTURES</u></b>	<b><u>1630-1700</u></b>	<b><u>Saturdays</u></b>
1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/1, 3/8, 3/15, 3/22, 3/29		
1200-1230 on Sunday, 1/6		

**KVBC LAS VEGAS  
NON-CORE PROGRAMMING FORECAST FOR 1st QUARTER 2008**

<b><u>ANIMAL RESCUE</u></b>	<b><u>0430-0500</u></b>	<b><u>Saturdays</u></b>
1/5, 1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/1, 3/8, 3/15, 3/22, 3/29		

**KVBC LAS VEGAS  
NBC WEATHER PLUS DIGITAL MULTICAST**

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE  
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF  
CHILDREN BETWEEN 13 AND 16**

**CORE PROGRAMMING FORECAST FOR 1st QUARTER 2008**

<b><u>WEATHER PLUS UNIVERSITY</u></b>	<b><u>1000-1030</u></b>	<b><u>Saturdays</u></b>
1/5, 1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/1, 3/8, 3/15, 3/22, 3/29		

<b><u>WEATHER PLUS UNIVERSITY</u></b>	<b><u>1200-1230</u></b>	<b><u>Saturdays</u></b>
1/5, 1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/1, 3/8, 3/15, 3/22, 3/29		

<b><u>WEATHER PLUS UNIVERSITY</u></b>	<b><u>1400-1430</u></b>	<b><u>Saturdays</u></b>
1/5, 1/12, 1/19, 1/26, 2/2, 2/9, 2/16, 2/23, 3/1, 3/8, 3/15, 3/22, 3/29		

<b><u>WEATHER PLUS UNIVERSITY</u></b>	<b><u>1000-1030</u></b>	<b><u>Sundays</u></b>
1/6, 1/13, 1/20, 1/27, 2/3, 2/10, 2/17, 2/24, 3/2, 3/9, 3/16, 3/23, 3/30		

<b><u>WEATHER PLUS UNIVERSITY</u></b>	<b><u>1200-1230</u></b>	<b><u>Sundays</u></b>
1/6, 1/13, 1/20, 1/27, 2/3, 2/10, 2/17, 2/24, 3/2, 3/9, 3/16, 3/23, 3/30		

<b><u>WEATHER PLUS UNIVERSITY</u></b>	<b><u>1400-1430</u></b>	<b><u>Sundays</u></b>
1/6, 1/13, 1/20, 1/27, 2/3, 2/10, 2/17, 2/24, 3/2, 3/9, 3/16, 3/23, 3/30		